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In Europe and America.

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BY

J. LÖWENTHAL.

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1860.

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DEDICATED,

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BY

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J. LÖWENTHAL.

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TO THE READER.

MANY friends, both in Europe and America, have frequently urged me to arrange a collection of my games, which they assured me would meet with kindly reception from chess-players generally. But continued contests during the past twelve months would have precluded my concurring with so flattering a request, had it not been for the assistance rendered me by my friend Herr Löwenthal. The copious notes with which this volume is enriched are mainly due to his well-earned reputation and assiduity as an analyst, and will amply repay perusal from every lover of our noble game.

In the arrangement of this work, a rule has been adopted of giving, as far as possible, *the best of my games*. This rule, however, has been ignored in respect to matches and blindfold contests, which it was thought advisable to give entire. Thus many *parties* are introduced which might otherwise have been omitted, and

others are wanting which would, perhaps, have advantageously replaced them. It is for the reader to express his opinion on the judiciousness of the selection, and I solicit his courteous consideration for the work now before him.

(Signed) PAUL MORPHY.

PREFACE.

THE editor of the following pages avails himself of the opportunity which custom sanctions, and in a short preface desires to make one or two apologies or explanations for his own share in the work. He is quite sure that a collection of Paul Morphy's best games will be a welcome addition to the annals and literature of chess; but he is not so well persuaded that the task of analyzing and publishing these games has fallen into the best hands. As, however, the duty was in some degree an involuntary one; as he brought to its discharge an admiration for the player, an enthusiasm for the cause of chess; and as he devoted many successive weeks of close and patient, although cheerful toil, to render the work in all respects worthy of a permanent place in the library of every chess-player, he hopes to run the gauntlet of criticism without serious detriment to such reputation as he may have earned by former labors for the honor of Caïssa.

The circumstances which led to the present publication may be briefly told. The editor was often urged by members of the metropolitan clubs to publish a col-

lection of Mr. Morphy's games, but hesitated to do so until Mr. Morphy gave his permission, and very generously promised to render all the assistance in his power. It was then impossible to resist the flattering suggestion. The editor at once earnestly set about the work, and he is happy in being able to return his very hearty thanks to the American champion for the liberal aid he extended towards the prosecution of the arduous enterprise so long as he remained in England.

This volume is now before the public, and it is for them to judge of its merits by its own internal evidence and this explanation. It is only necessary to add that the editor, in analyzing the games, has necessarily availed himself of the works of previous authors, and as it would have been tedious to repeat their names constantly in foot-notes, he here desires to render his acknowledgments especially to Heydebrand, Jaenisch, Staunton, Lange, &c. It is also worth mentioning that the editor has adopted an abbreviated notation. By this he has saved himself and the compositor much trouble, and supplied a precedent which he conceives may be adopted by amateurs with advantage in taking down the moves. The plan, however, being only an abbreviation of the existing system, it has been considered unnecessary to publish a key.

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A MEMOIR.

THE presentation to the Chess public of more than one hundred and fifty games contested by Paul Morphy, against the best players of Europe and America, would scarcely be complete, unless accompanied by a Memoir, however brief, of the young genius who has so suddenly risen up in our midst, and fairly fought his way through a host of formidable competitors to the Chess throne. If, in the composition of that *Memoir*, we were to confine ourselves simply to the Chess life of Paul Morphy, the record might be a very brief one—almost as brief as the celebrated "*Veni, vidi, vici*," of the Roman conqueror, and much to the same effect. We might write, Paul Morphy is in his 22d year, has played Chess from his childhood, and has beaten all who have ventured "to enter the lists with him," and then we might resign our pen. But in every life there is more than one element, however much that one may prevail over the rest. The web of each human existence may be compared to a woven fabric, in which one material predominates in weft and warp, but blended threads of many hues wind in and out, checkering the prevailing uniform tint, and giving variety to the general aspect. Curiosity is a constant element in the action of the human mind. The public scrutinizes a man brought prominently before them, as a dealer or buyer does the manufactured goods. When any individual becomes great in any department of life, those who walk in the same path want to know something more of him than re-

lates to their common pursuit—that they are generally already aware of—that it is which has called their attention to him, and stimulated their curiosity. What they require, is something beyond that. They ask to be told of the general, as well as the special, man. They inquire what race he has sprung from; what his home has been; how he has been educated; what he is outside the arena in which he has become great. They seek for the signs of *character* in the sense in which it has been defined by a countryman of Paul Morphy's—Emerson, who tells us character is that subtle force which impresses us with the idea of what a man is capable of, rather than leads us to think of what he has done. The outer life with which the biographer deals, is made out of actions. The superstructure of inference must bear its due proportion to the basis of facts which, in our case, is but a narrow one. Paul Morphy is yet too young to have played his part on the great stage of life. He has yet to make his mark in the world of men, on the map of which the Chess world is but a speck—a dot of an intellectual island, amid oceans and continents. If he were to die to-morrow, he would be handed down to posterity in company with the greatest of the Chess-masters of the past. If he live out the "three-score years and ten," the qualities which have thus early made him great in Chess, may signalize his name in one or more of the many fields on which the battle of life has to be fought.

In person, the subject of our Memoir is short and slight, with an elegant and dignified, though unpretending bearing. He has black hair, dark brilliant eyes, small delicate features, and a firmly set jaw; the latter lending an aspect of determination to the whole countenance. Over the Chess-board he is cool, collected, and concentrated; and so easily are his greatest and most prolonged efforts made, that he seldom or ever exhibits traces of fatigue. In his intercourse with the world he is courteous and unassuming, and exhibits a tact surprising in one so young, and that appreciation of motive which generally marks those who are great in any walk of life.

Of Paul Morphy, except as a Chess player, we know but little.

He comes, on the father's side, of a Spanish family, long settled in Louisiana. The name Morphy, certainly, does not sound like a Spanish patronymic; it rather reminds an Englishman of a name not at all unusual in the sister Isle; and we should not be surprised if some enthusiastic Irish Chess player were to broach the theory that Paul Morphy is descended from men who lived on Irish soil. This, of course, is mere speculation, but it is a fact that many Irishmen have emblazoned their names on the page of continental history, risen to high rank in the military service of Spain, and founded powerful families. However, Paul Morphy's father was of reputed Spanish descent; and, of his mother's family, there is no question. They were French, and had been long resident in one of the West India islands.

Morphy's father, during the latter years of his life, held the office of Supreme Judge of the State of Louisiana. Paul was born in the city of New Orleans, on the 22d of June, 1837; so that he is now in his 23d year. We have not any information which would lead us to believe that in his earlier years he was different from other children; except that, when exceedingly young, he played at Chess. His father was a Chess player of considerable power; and his uncle, Mr. Ernest Morphy, was generally considered the Chess King of New Orleans.

In a recently published Memoir, we are told that, in 1847, when the boy had completed his first decade, the father taught him the moves, and his uncle gave him a lesson in the art of the game.

Paul was an apt pupil. In a few months he was able to contest a game with either of his relatives, and soon entered the lists against the stoutest opponents he could meet. In 1849, 1850, and 1851, Mr. Morphy achieved a series of triumphs over the strongest players of the Union; among whom were Ernest Morphy, Stanley, and Rousseau. It is said that out of over fifty parties fought during these years with Mr. Eugene Rousseau, his young antagonist won fully nine-tenths.

We are told that even at that time the boy gave evidence of genius and originality. He did not rest upon precedent, nor pay

any great regard to established forms of opening, but used to get rid of his pawns as quickly as possible, regarding them as incumbrances, which prevented the free action of his pieces. A very short experience, combined with his rapid insight into the principles of the game, soon corrected that habit, without impairing the boldness and decision from which it sprung. At thirteen he must have been a good player. When about that age, he was victorious in one or two games with the Editor of this work, who was then paying a short visit to New Orleans; and though he was at the time depressed in mind, and suffering in body, and was also prostrated by the climate, yet the achievement argues a degree of skill which it is wonderful a child could have attained to. This circumstance was not known in Europe, where the name of Paul Morphy had not been heard till a short time before the assembling of the American Chess Congress, which met on the 5th of October, 1857, when, as if to shadow forth his coming greatness, the fact was stated in a London newspaper. Paul Morphy's boyhood was profitably employed. He had the incalculable advantage of a systematic education. He was sent at an early age to the Jefferson Academy, in his native city, where he received an elementary education befitting the son of a gentleman; and, in 1850, he proceeded to a college near Mobile, in Alabama, where he distinguished himself in several departments of study. In 1854, he graduated at this college, but remained another year, during which time we are told that mathematics and law almost entirely engrossed his attention. At length, having chosen the profession of a barrister, he concentrated his vast mental powers upon a branch of study necessary for the pursuit of that object.

We need scarcely enter into the details of the American Congress, with which our readers are already familiar, but connected as that event is with the chess fame of our hero, we may mark some of its great results. The power of American Chess players had been but lightly regarded in the old world. Those who were considered the best, were estimated as inferior in force to the first rank of Europeans, and if any one had predicted a Chess champion from America, he would have been laughed to scorn. The

Congress, however, showed that the traditional names were not the names of power—that the unknown were superior to the known—that there was unsuspected latent chess talent in the mind of young America. The gray-beards were fairly pushed from their pedestals. Youth and genius proved far more than a match for age and experience. All went down almost without a struggle before the conqueror from New Orleans, and second in the contest stood Paulsen, of Iowa, till then never heard of beyond his own locality, and who was only a few years older than Paul Morphy.

The triumph of the young master did not produce any feeling of jealousy. His superiority was so evident that all idea of rivalry was at once felt to be absurd. It was not merely that he beat those to whom he was exposed, but that he beat them so decisively that they never had a chance of turning the tide of conquest. Whoever sat on the other side of the board, the result was from the first certain, and the proportion of games he won over those he lost was enormous. Out of about one hundred, with the strongest players of the States, only three went against him. The Americans were in ecstacies at the brilliancy of the star which had arisen in their midst. They at once placed the victor of their tournament on the same eminence as the greatest of the great masters. The American Chess players regarded him as invincible. They challenged the world to produce his equal, and backed their defiance by money worthy in amount to accompany the transfer of the Chess Crown.

It was clearly time for Europe to revise its notions of American chess play: but Europe did this rather slowly. The old world clung to its traditional prestige, and in most quarters the idea of the sceptre being wrested from its veterans by so young a hand was freely ridiculed. That Paul Morphy was a good player there was no attempt to deny. The published games which found their way across the Atlantic forbade the committal of any absurdity of that kind, but that he was the peer of Deschapelles or Labourdonnais or Philidor none could be found to admit. That his triumph had been a *facile* one was granted, but then he had

only been pitted against second-rate men—and it was easy to manœuvre dashingly in the presence of a weak enemy. Besides, some of the analysts said his combinations were not sound, and Paul Morphy would find himself in a very different position when brought in contrast with the great lights of another hemisphere. The enthusiasm of the Americans was natural, characteristic, and excusable, but it was simply enthusiasm which would have to be corrected by fact. A great voice answered to the American defiance, that if Mr. Morphy would make the voyage to England he would find worthy antagonists to lift his glove and enter the lists against him. Before long it was stated that Mr. Staunton would defend the Chess reputation of white-cliffed Albion against the young champion of the West.

The great contest which was to decide the question of supremacy between the Old World and the New, it was settled should take place in England. That was only fitting. It was proper that the young and aspiring should go to the old and established. The age of chivalry had not yet passed. Chess had its Knight-errants, and Paul Morphy decided to leave his transatlantic home to make the voyage to Europe, to meet his new antagonists upon the checkered field on which, in the great Continent of the West, he could find no compeer. The time was propitious. The Birmingham Meeting would take place shortly after his arrival—the prospect exhibited an opportunity of contest with players of great fame, but above all he looked forward to a struggle with the representative of English Chess, whose name was known and whose reputation was established wherever the votaries of Caïssa dwelt.

Paul Morphy arrived in London in June, 1858, and his reception was, as it ought to have been, of the most cordial character. At the great Clubs, the St. George's and the London, he met with that courteous hospitality which English gentlemen know so well how to render; but, for a while, an impression obtained that he would not repeat in Europe his American triumphs. The fatigue of the voyage had, no doubt, told upon him. The strangeness of the new stage on which he was called to play so prominent a part, no

doubt produced an unfavorable effect, and his first games did not alter the pre-judgment of English Chess players, that within the four seas of Britain he would find something more than his match. That delusion, however, was soon dispelled. With whomsoever he played, it was found he came off victorious; and a formal match was soon arranged, the result of which showed that the Americans had not overrated their young champion. The arrangements for the contest with Mr. Staunton progressed but slowly; but, pending their completion, the Editor put forward a challenge, and the stakes were immediately supplied. The result was, that Paul Morphy added another laurel to his wreath At the conclusion, the score stood thus:—Morphy, 9; Löwenthal, 3; Drawn, 2.

It was a saying of Napoleon's, "that he is the best general who in war makes the fewest mistakes;" and Paul Morphy's play is even more remarkable for its correctness than for its power and brilliancy. It is as careful as it is profound.

Into his blindfold play an error scarcely ever creeps. During the excitement of this match, the placidity and courtesy of Mr. Morphy excited as much admiration as his skill. The utmost good feeling prevailed between the combatants and their friends throughout.

This decisive victory conclusively settled Paul Morphy's position in the highest order of Chess players, and justified "Alter" in accepting the odds of pawn and move from the youthful victor. The results of this combat were still more marked. Seven games in all were played, of which "Alter" did not score a single game. Paul Morphy won five, and two were drawn.

At the Birmingham Tournament Mr. Morphy did not play, but he displayed his extraordinary proficiency in blindfold play, conducting eight games against strong players simultaneously, without sight of the boards. We have already observed that remarkable correctness is a characteristic of Paul Morphy's play. These blindfold games indicate the same absence of errors already referred to.

While upon the subject of blindfold play, we may remark that

Paul Morphy's opinion of it is similar to that entertained by Labourdonnais and other great masters. He regards it as a *tour de force*, the requisites for which are the habit of playing Chess, memory, and imagination. To these essentials we should add the faculty of abstraction, and the power of picturing on the retina a representation of the Chess-board and the pieces, as their position alters at every successive move. This last qualification is the one which will be found the least frequent among men. The power of photographing a picture on the mind, not in vague, dim, shadowy outline, but in all its minute details, is extremely uncommon; and where it exists, goes far to make up what is called genius.

After the Birmingham Tournament, Paul Morphy had only one object to keep him in England. That one, was to play Mr. Staunton. The Chess public are already aware of the circumstances which prevented that match from taking place. The facts are shortly these:—When Paul Morphy arrived in this country, the money for the stakes of the English champion was subscribed by various members of the English Chess circle. It only remained to name a day and arrange the preliminaries. From time to time, the fixing of the period was put off. Mr. Staunton alleged that urgent literary occupations kept him from practising, and he was unable to give up the time necessary for the match. At the Birmingham meeting, however, a promise was given to name the day immediately, but matters remained *in statu quo*, till Paul Morphy had departed for France; and then Mr. Staunton, for the same reasons by which he had accounted for the delay, declined to play at all. On this, there arose a controversy, in which some bitterness was exhibited, and into which we do not intend to enter.

At the conclusion of the Birmingham meeting, Mr. Morphy went to Paris, and among our Gallic neighbors added to the laurels he had won in England. His arrival caused great excitement in the *Café de la Régence*. The *habitués* of the place, and the Chess players of Paris, hung over the board on which he played with most profound attention, and his blindfold play

excited the greatest admiration. A match was at once arranged between him and Herr Harrwitz; the winner of the first seven games to be the victor. This match, however, was not played out, though it went far enough to place the result beyond doubt. Victory *waited* for the American. Eight games were played, of which Paul Morphy scored five; Herr Harrwitz two, and one was drawn. At that point Herr Harrwitz was compelled, by illness, to resign.

Only two European players were left, who could be expected to measure themselves against the young American: Von Heydebrand und der Lasa, the accomplished Chess writer, and Anderssen, the victor in the great International Tournament of 1851. The former was unfortunately called away by his diplomatic duties to a remote quarter of the globe; but the latter consented to emerge from his studious retirement in the College of Breslau, where he fills the post of Professor of Mathematics, to visit Paris, and meet the Knight who kept the list against all comers. The arrangements for the match were simple, and they were made with the utmost facility. Seven games were to be won by either combatant. The two masters sat down to the struggle. At the conclusion the score stood thus:—Morphy, 7; Anderssen, 2; Drawn, 2.

Having thus encountered and defeated every living player of celebrity, with the solitary exception of one with whom he could not obtain a meeting, Mr. Morphy felt that his mission in Europe had been fulfilled, as far as it was possible. His thoughts turned homewards, and he shortly made arrangements to recross the Atlantic. His departure from Paris was the occasion of much regret to his continental friends. This brief second visit to London was a source of equal pleasure to the Chess players of Great Britain. His subsequent movements are thus described in a sketch of his life, which accompanied a steel-plate portrait, published in connection with the *Illustrated News of the World*:—"From this moment the progress of Mr. Morphy was through a series of ovations, in which Chess became a mere accessory to personal, but well-deserved compliments. The St. George's and

the London Chess Clubs each invited him to a public banquet; and all parties of Chess players (for Chess players, like politicians, are split into sections) laid aside their differences, and united to do him honor. Those parties were attended by many of the aristocracy of rank and talent; and his countrymen will not fail to recognize the cosmopolitan spirit in which their hero was received. To Mr. Morphy these entertainments must have been very gratifying; but, with a degree of good taste that demands notice, he declined numerous other invitations of the same kind. During his second brief sojourn in London, his time was occupied with Mr. Lowenthal, in the preparation of an important literary work,* and occasional private visits to the Clubs." Many and strong were the inducements to return to the United States. His fellow-countrymen had raised him a magnificent honorary testimonial, and were preparing to welcome his reappearance in a manner which indicated an exalted sense of his character. Reasons, we believe, still more cogent, pressed him to leave Europe. Mr. Morphy, as we have shown, does not look upon Chess as an employment, but an amusement; and he is desirous of applying his intellectual powers to the profession he has adopted. Let us hope that in such a sphere he may become as widely known and as generally esteemed as he is in what passes under the description of "the world of Chess." His success in that sphere is without parallel. It is little more than twelve months since he embarked at New York for England. Never was a reputation so soon and solidly erected. He came among us with a local, and returns with a universal fame. His movements in America were recorded in fugitive paragraphs; his marvellous exploits in Europe will become matter of history. If to the renown he has achieved as a Chess player, he can add the future reputation of a great lawyer, he will supply one of the most curious and suggestive illustrations of the exceptional versatility of genius that humanity has produced. We have faith that a career of more than national usefulness is open to Paul Morphy.

The Americans are it is scarcely necessary to say, exceedingly

* The work referred to is the present volume.

proud of their representative in the world of Chess; and, since his return, his merits have been worthily recognized. On the 25th of May, 1859, a vast assembly met in the chapel of the New York University, to present him with a testimonial, consisting of a magnificent set of gold and silver Chess-men, and a board of rosewood, inlaid with pearl; and, since then, he has been entertained at a grand banquet at Boston, Massachusetts. Other honors have been showered upon him.

Who is to be Paul Morphy's next opponent we do not know; but we may quote the opinion of M. St. Amant, once the opponent of Mr. Staunton. That distinguished player is reported to have said that Paul Morphy "must, in future, give odds to every opponent, or play single-handed against several in consultation."

The precise character of Mr. Morphy's play will be better gathered from the games and analysis, than from any description we can give here. We may note, however, that its general features are carefulness, exactitude, concentration, invention, and power of combination. The game of Chess may be divided into three parts: the opening, in which a position is striven for; the mid-game, in which the position is used; and the end-game, in which the results are obtained. The openings depend upon knowledge; and here Paul Morphy, with a quickness and accuracy of perception which looks almost like instinct, seizes on and employs the best methods developed by the latest analysts. In the turmoil of the mid-game, his great natural powers in attack and defence are displayed; and the end-game he plays with all the calm mathematical precision of a veteran. He has, in course of a few years, attained a position among the greatest masters. Posterity will admire his genius; and we hope that the labors of his Editor will not be lightly appreciated.

BOOK I.

MATCHES WITH ANDERSSEN, HARRWITZ, LÖWENTHAL, MONGREDIEN, AND "ALTER."

BOOK I.

MATCH BETWEEN MR. MORPHY AND HERR ANDERSSEN.

This match, like that with Herr Harrwitz, was played at the Café de la Régence, in Paris. It was commenced on the 20th December, 1858, and brought to a conclusion in the short space of eight days. The winner of the first seven games was to be the victor. At the termination of the match Mr. Morphy had scored seven, Anderssen two—two had been drawn. This contest excited intense interest throughout the continent of Europe. Herr Anderssen enjoyed the reputation in France, Germany and elsewhere of being the first player in Europe. It will be remembered that he successfully competed for the highest honors and defeated Mr. Staunton at the International Tournament, held in the British Metropolis, during the Great Exhibition of 1851.

GAME I.—(EVANS' GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Andersen.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P Q B 3	5. B R 4 (*a*)
6. P Q 4	6. P×P
7. Castles	7. Kt B 3 (*b*)
8. P K 5 (*c*)	8. P Q 4
9. B Q Kt 5	9. Kt K 5
10. P×P	10. Castles
11. B×Kt	11. P×B
12. Q Q R 4	12. B Kt 3
13. Q×B P	13. B Kt 5
14. B Kt 2	14. B×Kt
15. P×B	15. Kt Kt 4
16. Kt Q 2 (*d*)	16. R K (*e*)
17. K R (*f*)	17. Kt R 6
18. P K B 4	18. Q K R 5
19. Q×Q P	19. Kt×P ch
20. K Kt (*g*)	20. Kt Q 6
21. B Q B 3	21. Kt×B P
22. Q K B 3	22. Kt R 6 ch
23. K R	23. Kt Kt 4
24. Q Kt 2	24. Q R Q
25. R K Kt	25. P K R 3
26. Q R K B (*h*)	26. Q R 6 (*i*)
27. Q Q B 6 (*k*)	27. Q Q 2
28. Q K Kt 2	28. B×P
29. B×B	29. Q×B

30. Kt K B 3	30. Q Q 4
31. P K R 4	31. Kt K 3
32. Q Kt 4	32. Q Q B 3
33. R Kt 2	33. R Q 6
34. Q B 5	34. K R Q
35. Q B 6 (*l*)	35. Q Q 4
36. Q B 5	36. R Q 8
37. R×R	37. Q×R ch
38. K R 2	38. R Q 6
39. R K B 2	39. R K 6
40. Kt Q 2	40. R K 7
41. Q×B P ch	41. K R
42. Kt K 4	42. R×R ch
43. Kt×R	43. Q Q 4
44. Kt Kt 4	44. Q×R P ch
45. K Kt 3	45. Q Kt 6 ch
46. K R 2	46. Q B 7 ch
47. K Kt 3	47. Q B 6 ch
48. K R 2	48. Q Q B 3 (*m*)
49. P R 5	49. P R 4
50. Kt B 6 (*n*)	50. P×Kt
51. Q×P ch	51. K Kt
52. Q Kt 6 ch	52. K B
53. Q×P ch	53. K K
54. Q Kt 6 ch	54. K Q 2
55. P R 6	55. Q Q 4 (*o*)
56. P R 7	56. Q×P ch
57. K Kt	57. Kt Kt 4
58. P R 8 (becoming a Q.)	58. Q×Q
59. Q×Kt	59. Q Q 5 ch, and the

game, after being prolonged for upwards of seventy moves, was eventually won by Black.

NOTES.

(*a*) Since Mr. Waller's analysis of this opening, (C. P. C. vol 9, page 280,) an opinion has gained ground, that of the two defences B R 4 and B B 4 the latter at this point is the better, and the following moves are given in proof of the weakness of the former, namely:

	5. B R 4
6. Castles	6. P Q 3
7. P Q 4	7. P × P
8. Q Q Kt 3	8. Q K B 3
9. P × Q P	9. B Q Kt 3
10. P K 5	10. P × P
11. P + P	11. Q K Kt 3
12. Kt Kt 5	12. Kt K R 3

Mr. W. continues his analysis to the 17th move, and quits it, expressing his belief that White has the better game. The author of the "Popular Introduction to Chess," coincides with this opinion, but it appears to us that an important defence has remained unnoticed by both, namely, Q Kt Q, which seems not only to ward off the attack, but actually to give Black a strong defensive position, thus:

	12. Q Kt Q
13. P K 6 *	13. B × K P
14. R K	14. Q K B 4 †
15. R K 2	15. K Kt K 2 and white's attack seems parried.

(*b*) Mr. Morphy considers this the best move here, and Mr. Andersen seems to agree with him; though some time ago, in an elaborate analysis, the latter went far to prove that it was a weak defence. The other lines of play available are P × P and P Q 6, and as no analysis of these has ever appeared in any English work on Chess, we refer our readers for it to the Berlin Schachzeitung of 1851, page 54.

(*c*) B R 3 is the more preferable move; its efficacy was but lately discovered by Mr. Morphy, who thinks the game should be continued by

8. P Q 3

8. P K 5 etc., with a strong attack.

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* This appears to be White's best move; if R K, Black would reply B K 3, speedily developing his forces and remaining with a Pawn ahead.

† This move was suggested to us by Herr Harrwitz, who concurs with us in our opinion of the goodness of Black's 12th move, Kt Q.

(*d*) We here give the position of the forces on a diagram, as it is very instructive :

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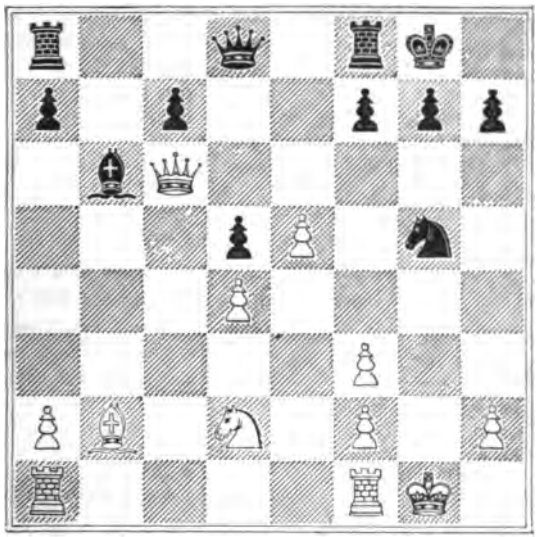

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(*e*) A good move, but we believe that Kt R 6 ch could have been played with even greater effect. Suppose—

	16. Kt R 6 ch
17. K Kt 2 (best) *	17. Q K R 5
18. Q R K	18. Q R K, and then R K 3

with a fine attacking game. It is palpable that if, in place of the text move, Black had played B Q R 4, White in reply would have opposed his Bishop at Q B 3.

(*f*) Judiciously removing his King from a situation where, as we have just shown, he might have been attacked with success.

---

* *If* 17. K R 17. Q K R 5
18. Q+Q P 18. Kt+P ch, winning the exchange;
for if White were to move his King, Black would win a piece by Q K Kt 4 ch.

(*g*) It was not immaterial where the King was played; for if K Kt 2, the Knight might have been placed at Q 6 with still greater force. If the Knight had been captured with the Rook, the following variation would probably have arisen:

20. R × Kt	20. Q × R
21. Q K Kt 2	21. Q × Q ch (best) *
22. K × Q	22. Q R Q
23. Kt Q Kt 3	23. P Q B 4
24. P × P	24. B × P

And Black ought to win.

(*h*) At first sight Kt K B 3 seems a good move, but that is not so, *e. g.*

26. Kt K B 3	26. Q K R 6
27. Kt × Kt	27. Q × Q ch
28. R × Q	28. P × Kt

and must win.

(*i*) Had Black taken P with B, White would have moved Kt K B 3, and won the exchange.

(*k*) The exchange of Queens would have produced no better result, as the appended variation will prove:

27. Q × Q	27. Kt × Q
28. R K Kt 3	28. Kt Kt 4
29. P K R 4	29. Kt K 3
30. Kt K 4	30. K R
31. R × K B P	31. B × Q P, and wins.

(*l*) Threatening to win the Queen or the game by R × P ch, and this was the best line of play,

For if 35. Q × B P ch	35. K × Q
36. Kt Q 4 disc. ch	36. R K B 6
37. R × R ch	37. Q × R
38. Kt × Q	38. R Q 6

And Black will win.

And if 35. Kt Kt 5	35. Kt × Kt
36. P × Kt	36. K R × Kt 6

And must again win.

(*m*) The series of moves by which the Queen has been brought back to this point is well taken; she is strongly posted here, defends the

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* If 21. B × Q P
22. Q × B P
23. P K Kt 3

22. B × B
23. R K Kt

24. Kt K 4, with a fine attacking game; and if on the 21st move Black should take the Bishop's Pawn with Queen, he would equally expose himself to a strong attack.

Knight, and prevents the check. The Q R P must now advance and win.

(*a*) A clever device, frustrated, however, by Mr. Andersen.

(*b*) The only correct reply.

GAME II.—(RUY LOPEZ KNIGHT'S GAME.)

White.—Mr. Andersen.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B Q Kt 5	3. P Q R 3
4. B R 4	4. Kt B 3
5. P Q 3 (*a*)	5. B B 4
6. P B 3	6. P Q Kt 4 (*b*)
7. B B 2 (*c*)	7. P Q 4
8. P×P	8. Kt×P
9. P K R 3	9. Castles
10. Castles	10. P R 3
11. P Q 4	11. P×P
12. P×P	12. B Kt 3
13. Kt B 3	13. K Kt Q Kt 5
14. B Kt	14. B K 3 (*d*)
15. P R 3	15. Kt Q 4
16. Kt K 2 (*e*)	16. Kt B 3 (*f*)
17. B K 3	17. R K (*g*)
18. Kt Kt 3	18. B B 5
19. Kt B 5 (*h*)	19. B×R
20. Q×B	20. Kt K 2
21. K Kt R 4	21. Kt×Kt
22. Kt×Kt	22. Q Q 2
23. B×P (*i*)	23. P×B

24. Q Q B	24. B×P (*k*)
25. Q×R P	25. R K 8 ch (*l*)
26. K R 2	26. Kt K 5
27. B×Kt	27. R×B
28. Q Kt 5 ch	28. K B
29. Q R 6 ch	29. K K
30. Kt×B (*m*)	30. Q Q 3 ch (*n*)
31. Q×Q	31. P×Q
32. R Q	32. K B
33. R Q 2	33. Q R K
34. P K Kt 4	34. Q R K 4
35. P K B 3	35. R K 8
36. P K R 4	36. R Q 4
37. K Kt 3	37. P R 4
38. P R 5	38. K Kt
39. K B 2	39. R K
40. K Kt 3	40. R K 8
41. K B 4	41. K R 2, and each

party persisting in his move, the game by mutual consent was declared drawn.

NOTES.

(*a*) This is not the correct move, being of a defensive in place of an aggressive character. Castles or P Q 4th can be much more strongly recommended. The Ruy Lopez attack, if properly conducted, is one of the strongest known. The defence is protracted and difficult, and the second player can but slowly develop his game. This, however, allows him at once to bring out his K B, and neutralize the advantage in position that the first player should here possess.

(*b*) The student must perceive the importance of P to Q R 3d on third move in the defence, since with P to Q Kt 4th, subsequently, the adverse Bishop is forced to a square, where he is rendered comparatively harmless.

(*c*) We much prefer B to Q Kt 3d.

(*d*)	If 14. Kt × P *
15. B K 4	15. P Q B 3 best
16. P R 3	16. Kt × Kt ch.
17. Q × Kt	17. Kt Q 4
18. Kt × Kt	18. P × Kt

19. B × P, and White has at least as good a game as Black.

(*e*) With the object of defending the Queen's Pawn, and threatening simultaneously the terrible move of Q to Q B 2, which would win a piece.

(*f*) The best move, opening an advantageous path for the Q B in addition to frustrating the designs of the adversary.

(*g*) B to Q 4th might also have been played, though the move adopted we like better.

(*h*) Mr. Anderssen preferred the sacrifice of the exchange to giving up the command of the diagonal occupied by his K B, which he would have done by playing B to Q 3d; R to K would have lost him a Pawn, as Black would have replied Kt takes Q P, &c.

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* If Black were to take Pawn with Bishop, White would equally regain the Pawn with B K 4. The position being one of interest, we give a diagram in illustration of it:

After White's 14th move—

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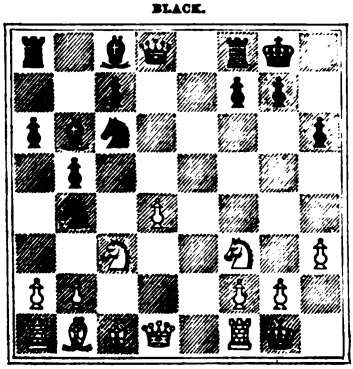

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(*i*) From personal experience we know how dangerous it is to make a sacrifice such as this in contending with Mr. Morphy, whose insight into a difficult position is such as to enable him to hit the blot which almost invariably accompanies the giving up of a piece for a Pawn. Mr. Andersen, however, here follows up the game with great accuracy and ingenuity, and the result does him much credit.

We again give a diagram of the position.

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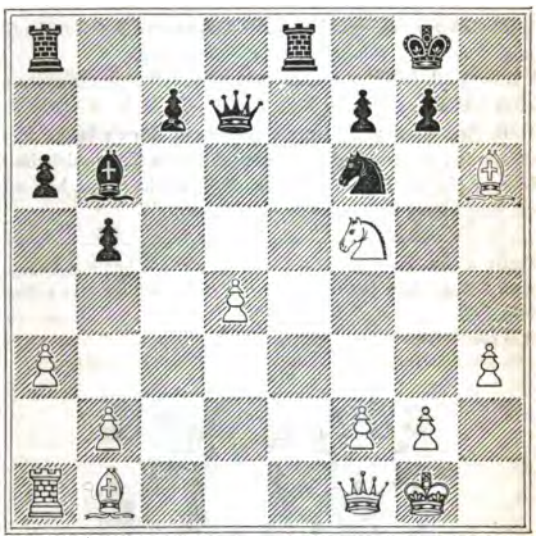

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(*k*) Knight to R 2 was the correct move, as will be gathered from the following variation :

	24. Kt R 2
25. Q × R P	25. P K B 3
26. B R 2 ch or (A)	26. K R
27. Kt K R 4	27. R K Kt, and wins.

(A)

26. Kt K R 4	26. R K 8 ch
27. K R 2	27. R × B, and wins.

(*l*) From this point to the close the game is highly interesting.

(*m*) The last series of moves has been admirably played by the German master.

(*n*) Played with judgment; it is obvious that taking Kt with either Q or R would have been disadvantageous, as White would have won a Rook, and remained with even pieces.

GAME III.—(RUY LOPEZ KNIGHT'S GAME.)

White.—Mr. Morphy.	*Black.*—Mr. Anderssen.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B Q Kt 5	3. Kt B 3
4. P Q 4	4. Kt×Q P
5. Kt×Kt	5. P×Kt
6. P K 5	6. P Q B 3 (*a*)
7. Castles *	7. P×B

* The position here, as occurring in the Lopez opening, being somewhat unusual, we append a Diagram of the forces after White's seventh move.

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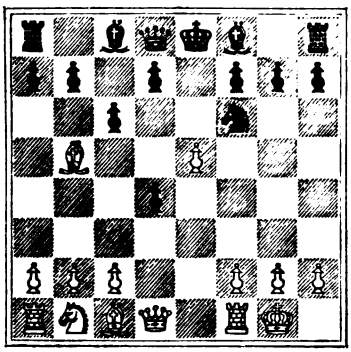

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8. B K Kt 5 (*b*)	8. B K 2 (*c*)
9. P×Kt	9. B×P (*d*)
10. R K ch	10. K B
11. B×B	11. Q×B
12. P Q B 3	12. P Q 4
13. P×P	13. B K 3
14. Kt Q B 3	14. P Q R 3
15. R K 5	15. R Q
16. Q Q Kt 3	16. Q K 2
17. Q R K (*e*)	17. P K Kt 4 (*f*)
18. Q Q	18. Q K B 3
19. Q R K 3	19. R K Kt (*g*)
20. R×B	20. P×R
21. R K B 3, and wins.	

NOTES.

(*a*) A weak move and the cause of all subsequent embarrassment.

(*b*) Much stronger play than taking the Kt at once.

(*c*) The only correct reply. If P K R 3 White can play either R K or P × Kt and in each case win with ease.

(*d*) P takes P would have been equally bad, for White's reply would have been Q takes P, with a won game.

(*e*) Vigorously and ably followed up.

(*f*) Apprehensive of the advance of the K B P.

(*g*) Losing the game off hand; it was previously, however, past all recovery.

GAME IV.—(RUY LOPEZ KNIGHT'S GAME.)

White.—Mr. Anderssen.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3

3.	B Q Kt 5	3. P Q R 3
4.	B R 4	4. Kt B 3
5.	P Q 3 (*a*)	5. B B 4
6.	P B 3	6. P Q Kt 4
7.	B Q B 2 (*b*)	7. P Q 4 (*c*)
8.	P×P	8. Kt×P
9.	P K R 3	9. Castles
10.	Castles	10. P K R 3
11.	P Q 4	11. P×P
12.	P×P	12. B Kt 3
13.	Kt B 3	13. K Kt Q Kt 5
14.	B Q Kt	14. B K 3
15.	P Q R 3	15. Kt Q 4
16.	B K 3	16. Kt B 3
17.	Q Q 2	17. R K
18.	R Q	18. B Q 4 (*d*)
19.	Kt K 5	19. Q Q 3 (*e*)
20.	Q Q B 2 (*f*)	20. Kt×P
21.	B×Kt	21. B×B
22.	Kt×B	22. Q×K Kt (*g*)
23.	Kt×Kt ch	23. Q×Kt
24.	Q R 7 ch	24. K B (*h*)
25.	B K 4	25. Q R Q
26.	K R	26. B×Kt P
27.	Q R Kt	27. R×R ch
28.	R×R	28. Q×B P
29.	Q R 8 ch	29. K K 2
30.	Q R 7	30. B K 4
31.	B K B 3	31. Q Kt 6
32.	K Kt	32. Q Kt 3
33.	Q×Q	33. P×Q
34.	B Q Kt 7	34. R Q Kt

35. B×P	35. P Q B 3
36. K B 2	36. B Q 3
37. R Q 3	37. K Q 2
38. K K 2	38. R Q R (*i*)
39. B Q Kt 7	39. R×P
40. B B 8 ch	40. K B 2
41. R Q	41. R R 7 ch
42. K B 3	42 B Q B 4
43. B K 6	43. R B 7 ch
44. K Kt 3	44. R B 3
45. R Q 7 ch	45 K Kt 3
46. B K Kt 4	46. B Q 3 ch
47. K R 4	47. P Q B 4
48. B B 3	48. P B 5
49. R×P	49. R B 5 ch
50. B Kt 4	50. P B 6
51. P Kt 3	51. R×B and White resigned.

NOTES.

(*a*) A line of play that we can in no way commend.

(*b*) B Q Kt 3 is the better move.

(*c*) Obtaining a fine open game.

(*d*) Kt Q R 4 would have led to some interesting positions, but the move in the text is probably more safe.

(*e*) Mr. Morphy has shown us the variation that follows, proving that Black would have gained nothing by the capture of the Knight, e. g.:

	19. Kt×Kt
20. P×Kt	20. R×P
21. B×B (best) or A	21. P×B
22. B Q R 2	22. Q K or B
23. Kt×B	23. Kt×Kt
24. B×Kt	24. R Q
25. B×P ch	25. K×B
26. Q×R or C	26. R K 8 ch
27. K R 2	27. Q×Q
28. R×Q	28. R×R

29. R Q Kt 8	29. R Q R 7
30. R × Kt P	30. R × Kt P
31. R × Q R P	31. R × K B P

Even game.

(A)

21. B K B 4	21. R K R 4
22. P K Kt 4	22. Kt × K Kt P
23. Kt × B	23. Q K R 5

With a fine game.

(B)

	22. Q K 2
23. B × B (best)	23. R Q
24. B × P ch	24. K × B
25. Q × R	25. R K 8 ch
26. K R 2	26. Q × Q
27. R × Q	27. R × R
28. R Q 6	28. R Q B 8
29. R × Q Kt P	29. R Q B 7
30. R × Q R P	30. R × Q Kt P
31. R Q Kt 6 etc.	

(C)

26. Q K B 4 ch	26. K K 3
27. K R K	27. Q R Q 4
28. Q R Q	28. Q Q B 3

And the game is even.

(*f*) Threatening to win a piece. The position is highly complicated and worthy of attention, and we illustrate it with a diagram.—(See next page.) It would seem as if White might have derived an advantage from first taking the B, and then if the Queen had retaken the Knight, playing B Q R 2; but if Kt takes Kt instead of Queen the reverse would have been the case, for example:

20. Kt × B	20. Kt × Kt
21. Q Q B 2	21. Kt × B
22. P × Kt	22. Kt × Kt
23. P × Kt	23. Q × P
24. Q R 7 ch	24. K B
25. B K B 5	25. B × P ch
26. K R	26. P K Kt 3

With a superior game.

(*g*) If Black, instead, had taken the Q Kt, his adversary might have played Kt Q B 6 and won a piece.

(*h*) Herr Anderssen's terrible attack is now at an end, and the posi-

tion is reduced to an end game of a simple character. The adverse Bishops ranging on diagonals of a different color, the promised result would seem to be a drawn game, and Mr. Morphy not only merits high praise for his patient defence against an attack so skilfully conducted, but for his skill in, after all, terminating the game in his favor.

(i) A cursory view of the position would lead to the inference that Black might have won the imprisoned Bishop with K B 2, but he would have escaped as follows:

	38. K B 2
39. P Q R 4	39. B K B or A
40. P × P	40. P × P
41. R B 3 ch etc.	

(A)

	39. B K 4
40. P × P	40. P × P
41. R Q 5, winning a Pawn.	

BLACK.

WHITE.

GAME V.—(IRREGULAR OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Anderssen.
1. P K 4	1. P Q 4 (*a*)
2. P×P (*b*)	2. Kt K B 3
3. P Q 4 (*c*)	3. Kt×P
4. P Q B 4	4. Kt K B 3
5. Kt Q B 3	5. B B 4
6. Kt B 3	6. P K 3
7. B K 3	7. B Q Kt 5
8. Q Kt 3 (*d*)	8. B×Kt ch
9. P×B	9. B K 5
10. Kt Q 2	10. B B 3
11. B Q 3	11. Q Kt Q 2
12. Q B 2 (*e*)	12. P K R 3
13. Castles K R	13. Castles
14. Q R K	14. P Q Kt 3
15. P K R 3	15. Q B (*f*)
16. K R 2	16. K R
17. R K Kt	17. R K Kt
18. P Kt 4	18. P K Kt 4
19. P B 4	19. Q B
20. R Kt 3	20. R Q
21. Kt B 3	21. B×Kt
22. R×B	22. Q Q 3
23. K Kt 2 (*g*)	23. Kt R 4 (*h*)
24. P×P	24. P×P
25. P×Kt	25. P Kt 5
26. P×P	26. R×P ch
27. K B	27. P K B 4
28. Q K B 2 (*i*)	28. Kt K 4 (*k*)
29. P×Kt (*l*)	29. Q×B ch

30. Q K 2	30. Q K 5
31. B B 2	31. Q B 3
32. R Q	32. R×R ch
33. Q×R	33. Q×P ch
34. Q Q 3	34. Q×R P
35. R Kt 3	35. Q B 5
36. Q×Q	36. R×Q (*m*)
37. R Kt 6	37. R B 3
38. P Q B 4	38. P R 4
39. K K 2	39. R×P
40. R×P	40. R B 7 ch
41. K B 3	41. P R 5
42. R Kt 6	42. R B 5
43. R Kt	43. P R 6
44. P K 6	44. P R 7
45. R Q R	45. R K 5
46. R×P	46. R×P
47. K B 4	47. R Q 3
48. K×P	48. R Q 4 ch
49. K Kt 4	49. P Kt 4
50. R R 8 ch	50. K R 2
51. R R 7	51. R Q 2
52. B Kt 3	52. R Kt 2 ch

53. K R 4 and wins.

NOTES.

(*a*) We do not like this mode of play in the close opening; it is inferior in our opinion to both the French and the Sicilian.

(*b*) It would have been bad play to have advanced the Pawn to K 5th, as Black would have replied with P to K 3 and followed up that move with P Q B 4. The position then is similar to one that arises in the French opening where the first player has a bad game.

(*c*) This is much better than B Q Kt 5th, checking. It is a novelty,

and its adoption by Mr. Morphy, taken together with its force, is a proof how in this part of the game, as in all others, he has eminent judgment in position.

(*d*) Had White played 8 Q R 4 ch, Black would have obtained an even game, as follows:

	8. Kt B 3
9. Kt K 5	9. Castles
10. Kt × Kt	10. B × Kt ch
11. P × B	11. P × Kt and whether (says

Mr. Morphy) White take the Pawn or not, in either case his opponent has as good a game as he has.

(*e*) Necessary, as otherwise Black might have played Kt Q B 4, with the view of exchanging the Knight (which was comparatively useless) for the adverse Bishop, which occupied a commanding position.

(*f*) The purport of this move is not very evident, but Mr. Andersen's game was cramped, and he probably had it in view to bring the Queen to her Knight's second, and commence an attack on his adversary's King's Knight's Pawn. The Queen could not have been played to King's second for White would have replied with B K B 4, threatening P Q 5th, etc.

(*g*) A complicated and very interesting position, from which both masters display great skill and wonderful fertility of resource. We give a diagram of the forces.—(See p. 22.)

(*h*) A brilliant move, indeed, and one that might have resulted in success against a less forminable opponent than Mr. Morphy; Andersen, however, had no other resource, for White threatened to take Pawn with Pawn and then play R K R, with a formidable attack.

(*i*) White has a difficult game, though he remains with a piece ahead, and it required extreme accuracy and care to avert the threatened dangers.

(*k*) From its nature Black's game was lost, but this was the best mode of continuing the attack which he still maintains.

(*l*) Had he played B K B 4 the desired end would perhaps have been still earlier attained, because Black would have been compelled to capture the Bishop with his Rook, when the answer from White would have been R × Kt, winning easily.

(*m*) Considering the confined position of Black's King, his two Pawns are no equivalent for the piece, and insufficient to procure the draw.

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WHITE.

GAME VI.—(IRREGULAR OPENING.)

White.—Mr. Anderssen.	*Black.*—Mr. Morphy.
1. P Q R 3 (*a*)	1. P K 4
2. P Q B 4	2. Kt K B 3
3. Kt Q B 3	3. P Q 4
4. P×P	4. Kt×P
5. P K 3	5. B K 3 (*b*)
6. Kt B 3	6. B Q 3
7. B K 2	7. Castles
8. P Q 4	8. Kt×Kt

9. P×Kt	9. P K 5
10. Kt Q 2	10. P K B 4 (*c*)
11. P K B 4	11. P K Kt 4
12. B B 4	12. B×B
13. Kt×B	13. P×P
14. P×P	14. Q K
15. Castles	15. Q Q B 3
16. Q Q Kt 3	16. Q Q 4
17. R Q Kt	17. P Kt 3
18. Q Q R 2 (*d*)	18. P B 3 (*e*)
19. Q K 2	19. Kt Q 2
20. Kt K 3	20. Q K 3
21. P B 4	21. Kt K B 3
22. R Kt 3	22. K B 2 (*f*)
23. B Kt 2	23. Q R Q B
24. K R	24. R K Kt
25. P Q 5	25. P×P
26. P×P	26. Q Q 2 (*g*)
27. Kt Q B 4	27. K K 2
28. B×Kt ch	28. K×B
29. Q Kt 2 ch	29. K B 2
30. R R 3	30. R Kt 2
31. Q Q 4	31. K Kt
32. R R 6	32. B K B
33. P Q 6	33. R K B 2
34. R R 3 (*h*)	34. Q Q R 5 (*i*)
35. R Q B	35. R Q B 4 (*k*)
36. R Kt 3 ch	36. B Kt 2
37. P K R 3	37. K R
38. R×B	38. R×R
39. R B 3	39. P K 6 (*l*)
40. R×P (*m*)	40. R×Kt

41. Q K B 6	41. R B 8 ch
42. K R 2	42. Q×P ch and wins.

NOTES.

(*a*) Our readers will probably be surprised at seeing so practised a veteran as Herr Anderssen having recourse to an opening so unusual and *bizarre;* but it must be explained by his having found himself out-played in those of a more regular character, with which he felt himself to be well versed. To Mr. Morphy, however, it seems alike indifferent, whether his opponent opens his game in a regular or irregular manner; and he is so thoroughly up in the principle of the game, that we should not have imagined it would in the least perplex him, to vary so much from the beaten track.

(*b*) Herr Anderssen, in adopting the move of P Q R 3, had it no doubt in view to produce a position somewhat according with that in the Sicilian opening, and prevent the Knight at this juncture from being brought to Q Kt 5th.

(*c*) Black thus early has an excellent game.

(*d*) Intending to attack the Queen with his Rook at Kt 5th, which could not then be captured, as the loss of the Queen would follow immediately.

(*e*) P Kt 4th of course could not have been played, for the reason given in foregoing note.

(*f*) In order that he might place the Rook on the vacated square.

(*g*) If the Pawn had been taken, White might, with great advantage, have played Q K R 5 ch.

(*h*) If Knight to K 5th, the reply would have been Q Q Kt 4, followed by B×R.

(*i*) A good move, as it hampers White's game extremely.

(*k*) Necessary to prevent White from playing Q Q 5, and then Q K 6; if

	35. P Q Kt 4
36. P Q 7	36. R Q (best)
37. R Kt 3 ch	37. B Kt 2
38. R×B ch	38. R×R

39. Q Q 5 ch, followed by Kt K 5, with the better game.

(*l*) The only move. If K Kt, then Mr. M. suggests—

40. R K Kt 3	40. R×R or A

41. P Q 7, and must win.

(A)

40. Q Q 2
41. Kt K 5 41. R × Kt

42. R × R ch, and followed by P × R and wins. We give a diagram:

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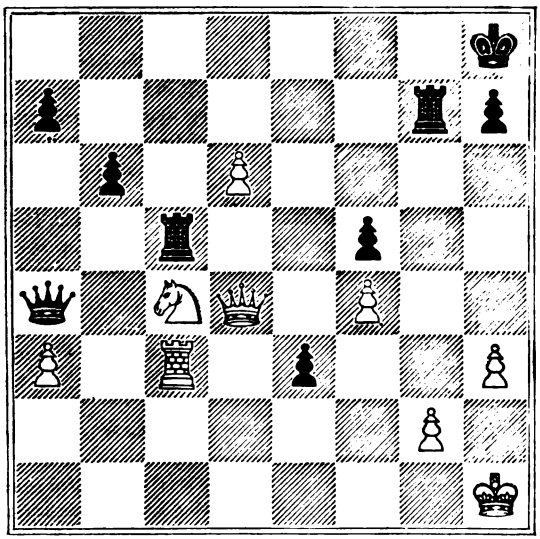

WHITE.

(*m*) White might have drawn the game by Q K B 6.

GAME VII.—(IRREGULAR OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Anderssen.
1. P K 4	1. P Q 4 (*a*)
2. P × P	2. Q × P
3. Kt Q B 3	3. Q Q R 4 (*b*)
4. P Q 4	4. P K 4
5. P × P	5. Q × P ch

6.	B K 2	6. B Q Kt 5
7.	Kt B 3 (*c*)	7. B×Kt ch (*d*)
8.	P×B	8. Q×P ch
9.	B Q 2	9. Q B 4
10.	R Q Kt	10. Kt Q B 3
11.	Castles	11. Kt B 3
12.	B K B 4	12. Castles (*d*)
13.	B×P	13. Kt Q 5
14.	Q×Kt	14. Q×B
15.	B Q 3	15. B Kt 5
16.	Kt Kt 5	16. K R Q
17.	Q Q Kt 4	17. B B (*e*)
18.	K R K	18. P Q R 4
19.	Q K 7	19. Q×Q
20.	R×Q	20. Kt Q 4 (*f*)
21.	B×P ch	21. K R
22.	R×B P	22. Kt B 6
23.	Q R K	23. Kt×P
24.	R B 4	24. R R 3
25.	B Q 3 and wins.	

NOTES.

(*a*) We consider this mode of evading an open game as decidedly inferior to either P K 3 or P Q B 4, (the French and Sicilian openings,) though but some short time ago it was in high repute, and was even adopted by Mr. Staunton at the Birmingham meeting.

(*b*) Q Q is frequently played, but the move in the text is preferable.

(*c*) Sacrificing a Pawn to obtain a more speedy development of his pieces.

(*d*) Attempting to defend the Q B P would only have led him into difficulty.

(*e*) There appears to be no other mode of saving the Pawn; for if P Q Kt 3, White would have taken R P with Kt, and won a Pawn.

(*f*) This is an instructive position, and we give a diagram of it accordingly.

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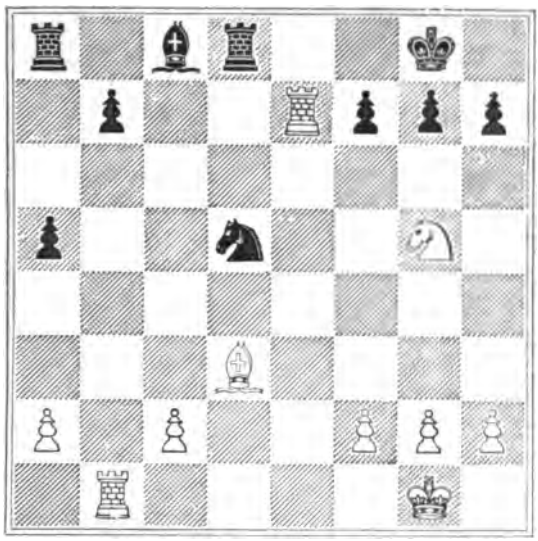

WHITE.

GAME VIII.—(SICILIAN OPENING.)

White.—Mr. Anderssen.	*Black.*—Mr. Morphy.
1. P Q R 3	1. P K 4
2. P Q B 4	2. Kt K B 3
3. Kt Q B 3	3. P Q 4
4. P×P	4. Kt×P
5. P K 3	5. B K 3
6. Kt B 3	6. B Q 3
7. B K 2	7. Castles
8. P Q 4	8. Kt×Kt
9. P×Kt	9. P K 5
10. Kt Q 2	10. P K B 4

11. P K B 4 (*a*)	11. Q R 5 ch
12. P Kt 3	12. Q R 6
13. B B	13. Q R 3
14. P B 4	14. P B 3
15. P B 5	15. B Q B 2
16. B B 4	16. Kt Q 2
17. Castles	17. P Q Kt 4
18. P×P en pas.	18. P×P
19. Q Kt 3	19. K R K
20. B Kt 2	20. P Q Kt 4
21. B×B ch	21. Q×B
22. Q B 2	22. Q Q 4
23. K R Q B	23. R R 3
24. P Q R 4	24. K R Q R
25. P×P	25. Q×Kt P
26. Q B 4 ch	26. Q×Q
27. Kt×Q	27. R×R
28. B×R	28. Kt B 3
29. B B 3	29. R R 7
30. B Q 2	30. Kt Q 4
31. K B	31. B Q
32. K K	32. B K 2
33. R Kt	33. P R 3
34. Kt K 5	34. P B 4
35. P×P	35. B×P
36. R Kt 5	36. Kt×K P (*b*)
37. R×B	37. Kt Kt 7 ch
38. K K 2 (*c*)	38. P K 6
39. Kt B 3	39. P Kt 3
40. R Q 5	40. K B 2
41. R Q 6	41. K Kt 2
42. P R 4	42. P×B
43. R×Q P	43. R R 5 (*d*)

44. K B 2	44. Kt×B P
45. P×Kt	45. R×P
46. R Q 4	46. R×R
47. Kt×R	47. K B 3
48. K K 3	48. P Kt 4
49. P R 5	49. K K 4
50. Kt B 3 ch	50. K B 3, and the game

was declared drawn.

NOTES.

(*a*) Taking means to stop the further advance of the King's Bishop's Pawn, which he evidently apprehended might prove objectionable. The range of the adverse King's Bishop is also contracted by this move.

(*b*) Very prettily played. We give a diagram of the position before this move.

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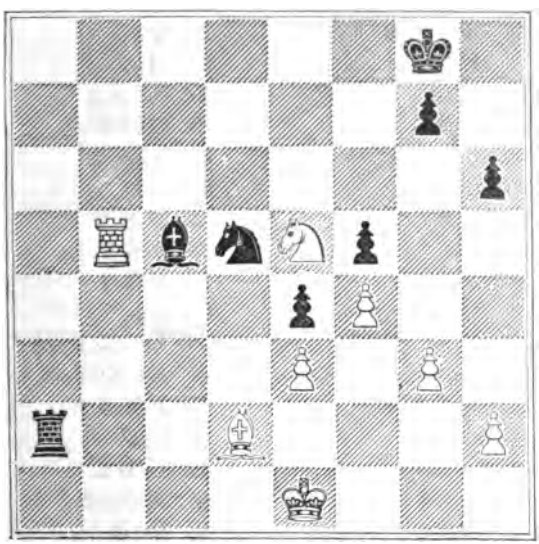

WHITE.

(*c*) If K Q, Black would equally have pushed on the King's Pawn.

(*d*) This mode of securing the draw is highly ingenious; his opponent cannot prevent it, play as he may. We again give a diagram for the benefit of the student.

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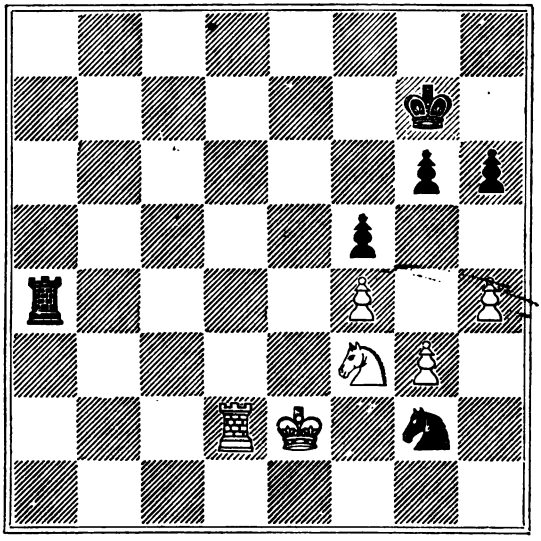

WHITE.

GAME IX.—(SICILIAN OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Anderssen.
1. P K 4	1. P Q B 4
2. P Q 4	2. P×P
3. Kt K B 3	3. Kt Q B 3
4. Kt×P	4. P K 3
5. Kt Kt 5	5. P Q 3 (*a*)

6. B K B 4 (*b*)	6. P K 4
7. B K 3	7. P K B 4 (*c*)
8. Q Kt B 3 (*d*)	8. P B 5 (*e*)
9. Kt Q 5	9. P×B
10. K Kt B 7 ch	10. K B 2
11. Q B 3 ch	11. Kt B 3
12. B B 4 (*f*)	12. Kt Q 5
13. Kt×Kt disc. ch	13. P Q 4 (*g*)
14. B×P ch	14. K Kt 3 (*h*)
15. Q R 5 ch	15. K×Kt
16. P×P	16. Kt×P ch (*i*)
17. K K 2 and wins.	

NOTES.

(*a*) This is better than P Q R 3; but even now the King's Bishop is shut in, and the Queen's Pawn rendered weak.

(*b*) Correctly played, compelling the advance of King's Pawn, which leaves the Queen's Pawn weak and unsupported.

(*c*) P Q R 3 would have been sounder play, but even then the game would have been in favor of the first player.

(*d*) A fine conception.

(*e*) Had Black now played P Q R 3, White's reply would still have been Kt Q 5, with a winning game.

Position of the forces after White's ninth move. (See page 32.)

(*f*) The attack is now irresistible.

(*g*) If the Bishop had been interposed, White would have taken it, checking; and on Kt retaking, have played Kt Q 5th, discovering ch., and won without difficulty.

(*h*) Had the Queen captured the Bishop, White would have taken with Knight, discovering check, and have remained eventually with a Pawn ahead and a winning position.

(*i*) Kt K 8th, seemingly a good move, is only so in appearance, as Black might have taken it when placed there; and on White taking Queen, have answered with B Q Kt 5 ch., obtaining a winning game.

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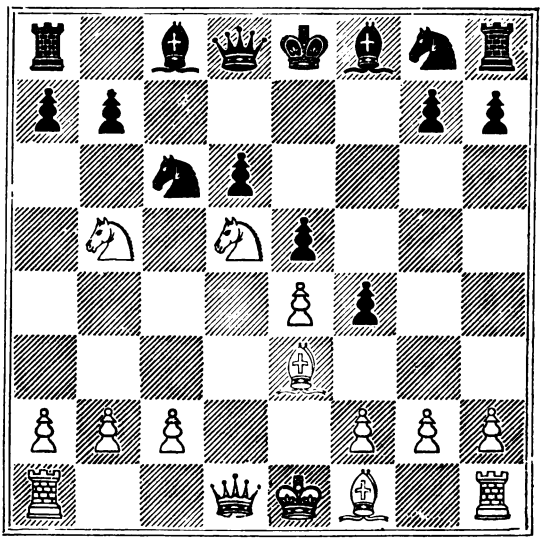

WHITE.

GAME X.—(IRREGULAR OPENING.)

White.—Mr. Andersen.	*Black.*—Mr. Morphy.
1. P Q R 3	1. P K 4
2. P Q B 4	2. Kt K B 3
3. Kt Q B 3	3. P Q 4
4. P×P	4. Kt×P
5. P K 3	5. B K 3
6. Kt B 3	6. B Q 3
7. B K 2	7. Castles
8. Castles	8. Kt×Kt

9.	Kt P×Kt	9. P K B 4
10.	P Q 4	10. P K 5
11.	Kt Q 2	11. R B 3
12.	P K B 4	12. R R 3
13.	P Kt 3	13. Kt Q 2
14.	Kt B 4	14. B×Kt
15.	B×B ch	15. K R
16.	R R 2	16. Q K 2
17.	P Q R 4	17. Kt B 3
18.	Q Kt 3	18. P B 3
19.	B K 6	19. R K
20.	B B 4	20. Kt Kt 5
21.	R K Kt 2	21. R Q Kt
22.	B K 2 (*a*)	22. Kt B 3
23.	P B 4	23. P Q Kt 3
24.	B Kt 2	24. Q K B 2
25.	Q B 2 (*b*)	25. B K 2
26.	B Q B 3	26. R Kt
27.	P R 5	27. B Q 3
28.	P×P	28. P×P
29.	R R	29. P K Kt 4 (*c*)
30.	P×P	30. R×P
31.	R R 8 ch	31. R Kt
32.	Q R 4	32. R×R
33.	Q×R ch	33. Q K
34.	Q×Q ch	34. Kt×Q
35.	P B 5	35. B B 2
36.	B B 4 (*d*)	36. K Kt 2
37.	P×P	37. B×P
38.	R Kt 2	38. B B 2
39.	R Kt 7	39. K B 3
40.	B Kt 4	40. R Kt 3

41. B B 8	41. P R 4
42. K B 2	42. P R 5 (*e*)
43. P×P	43. R Kt 5
44. P R 5	44. R R 5
45. P R 6	45. R×P ch.
46. K Kt	46. R R 6
47. B B	47. R Kt 6 ch
48. K B 2	48. R Kt 5
49. B B 4	49. R R 5
50. B Kt 8	50. B Q 3
51. B×B	51. Kt×B
52. R Q 7	52. Kt K
53. P R 7	53. K Kt 4
54. R K 7	54. Kt Q 3
55. R K 6	55. Kt B 5
56. R×P	56. Kt Q 7
57. K K 2	57. R R 7 ch
58. K Q	58. Kt B 6 (*f*)
59. R Q B 7	59. K Kt 3
60. P Q 5	60. P K B 5
61. P×P	61. P K 6
62. R K 7	62. P K 7 ch
63. R×P	63. R R 8 ch
64. K B 2	64. Kt Q 5 ch
65. K Q 2	65. Kt×R
66. K×Kt	66. K Kt 2
67. K K 3	67. R K 8 ch
68. K Q 4	68. R K B 8
69. K K 5	69. R K 8 ch
70 K B 5	70. R Q 8
71. B K 6	71. R Q 5
72. K K 5	72. R Q 8

73. P K B 5	73. R K R 8
74. P B 6 ch	74. K×P
75. K Q 6	75. R Q R 8
76. K K 7	76. R Q R 2 ch
77. B Q 7, and wins.	

NOTES.

(*a*) A very good move, compelling Mr. Morphy to retreat his Knight, and gaining the requisite time to advance the Q B P and place the Bishop on Q Kt 2.

(*b*) Providing against the forward movement of the adversary's Q Kt P.

(*c*) Too hazardous to be ventured in a match game.

(*d*) Herr Andersen, up to this point, played his game with the marked ability for which he is noted; but here he missed an opportunity of gaining a speedy victory, as follows:

36. R B 2	36. Kt Kt 2 or A B
37. P Q 5	37. Kt P×P or C
38. P Q 6	38. B×P (best)
39. R×P	39. K Kt
40. B B 4 ch	40. K R.
41. R B 7	41. R Kt 3

42. R Q 7, winning at least a piece.

(A)

	36. Kt B 3
37. P Q 5	37. P×Q P (best)
38. R×P	38. K Kt 2 *

39. P K Kt 4, and wins with ease.

(B)

	36. K Kt
37. B B 4 ch	37. K B
38. R×P ch	38. R B 3 or D
39. R K R 5	39. P K R 3 (if R B 6, R×R P and wins.)
40. R K R 4, &c.	

(C)

	37. B P×P
38. R×P	38. K Kt
39. R×P	39. Kt K 3 (seems best

40. R Q 7, followed by B B 4, winning.

---

* If 38. B Q, then 39. P×P, &c.

(D)

	38. K K 2
39. R B 7 ch	39. K Q
40. P × P	40. B × P
41. B Kt 4	41. Kt B 2
42. B B 8	42. R R 4
43. B K 2, and wins.	

A reference to the accompanying diagram will facilitate the examination of these variations.

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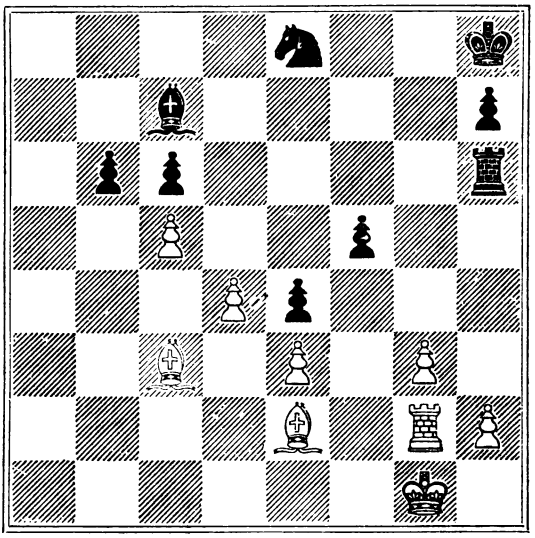

WHITE.

(*e*) Black should have played R Kt 5, by which he could at least have drawn the game. If, in reply thereto, White had ventured to move B K 2, Black would have played R K Kt, with a good game.

(*f*) If Kt B 8, a highly interesting variation would have arisen, and such nicety of play would have been required in opposing the move, that it is very doubtful whether in actual play it might not have ended in a different result.

The position is so peculiarly interesting that we give a diagram of it:

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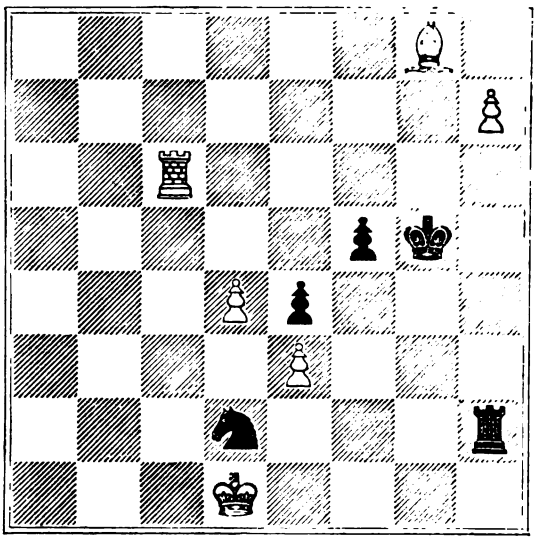

WHITE.

	58. Kt B 8
59. R B 3	59. P B 5
60. P × P ch	60. K × P
61. P Q 5	61. K K 4 or A
62. R B 6	62. Kt K 6 ch
63. K K	63. Kt × P
64. R B 5	64. K B 3
65. R × Kt	65. K Kt 7 and draws.*

(A)

61. P K 6

This is inferior to K K 4, and loses the game. Kt K 6 ch, would be bad

---

* Because the black King can play to R square and Kt 2d square, until White chooses to abandon the Pawn, when he will remain with R and B against Rook, etc.

play, because White would simply capture Kt with R and one of the two Pawns would go on to Q

62. P Q 6	62. Kt Kt 6
	If 62. R Q 7 ch
63. K K	63. Kt R 7
64. R B 4 ch	64. K Kt 6

65. B Q 5, preventing Black from checking with Kt, and consequently wins.

	Or if 62. P K 7 ch
63. K K	63. Kt Kt 6
64. R×Kt	64. K×R
65. P Q 7	65. K B 6
66. B Q 5 ch	66. K K 6

67. Q Q 8, becoming a Queen, and wins.

We return now to the main variation.

63. R×P	63. K×R
64. P Q 7	64. R Q 7 ch
65. K B	65. Kt K 7 ch
66. K Kt	66. Kt B 6 ch
67. K R and wins.	

GAME XI.—(FRENCH OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Anderssen.
1. P K 4	1. P K 3
2. P Q 4	2. P K Kt 3
3. B Q 3	3. B Kt 2
4. B K 3 (*a*)	4. P Q B 4
5. P Q B 3	5. P×P
6. P×P	6. Kt Q B 3
7. Kt K 2	7. K Kt K 2
8. Castles	8. Castles
9. Q Kt B 3	9. P Q 4
10. P K 5	10. P B 3
11. P B 4	11. P×P
12. B P×P	12. P Q R 3
13. Q Q 2	13. Kt Kt 5
14. B K Kt 5	14. Kt×B

15. Q×Kt	15. B Q 2
16. Q R 3	16. Q K
17. Kt Kt 3	17. R Q B
18. R×R ch	18. Q×R
19. R K B	19. Q K
20. Q R 4	20. Kt B 4
21. Kt×Kt	21. Kt P×Kt
22. R B 3 (*b*)	22. B Kt 4
23. R Kt 3 (*c*)	23. R B 2
24. B B 6	24. P B 5 (*d*)
25. Q×B P	25. Q K B
26. Kt×B	26. P×Kt
27. Q R 6	27. K R
28. R×B	28. R×R
29. K B 2 (*e*)	29. K Kt
30. Q×R ch	30. Q×Q
31. B×Q	31. K×B
32. K B 3	32. P Kt 5
33. P Kt 4	33. K Kt 3
34 P K R 4	34. P Kt 4
35. K K 3, and wins.	

NOTES.

(*a*) The student cannot fail of observing that in almost every French game Mr. Morphy plays his Bishops to their King's and Queen's third squares, and they appear well placed here, and come into efficient action when called upon. It is a novelty, however, in Chess play, and will, doubtless, meet with attention at the hands of authors on the game.

(*b*) This Rook is now well posted, and ready for effective co-operation with the rest of the attacking pieces.

(*c*) R R 3 would have been weak, while by the move in the text White gains an undeniable advantage in position.

(*d*) This, says Mr. Morphy, appears the only move to ward off the attack, if,

MATCH BETWEEN MR. MORPHY AND HERR HARRWITZ.

This match was played in Paris, at the Café de la Régence, early in September, 1858. It was commenced early in September, and was prematurely finished in October, 1858. It was arranged that the winner of the first 7 games should be considered the victor; but in consequence of the indisposition of Mr. Harrwitz the *séances* were irregular, and eventually when Mr. Harrwitz retired from the match the score stood thus:

Morphy 5, Harrwitz 2, drawn 1.

GAME I.—(IRREGULAR OPENING.)

White.—Mr. Harrwitz.	*Black.*—Mr. Morphy.
1. P Q 4 (*a*)	1. P K 3
2. P Q B 4	2. P Q 4
3. Kt Q B 3	3. Kt K B 3
4. B B 4 (*b*)	4. P Q R 3
5. P K 3	5. P B 4
6. Kt B 3	6. Kt B 3
7. P Q R 3	7. P×Q P

8.	K P×P	8. P×P
9.	B×P	9. P Q Kt 4
10.	B Q 3	10. B Kt 2
11.	Castles	11. B K 2
12.	B K 5	12. Castles
13.	Q K 2	13. Kt Q 4
14.	B K Kt 3 (*c*)	14. K R (*d*)
15.	K R K	15. B B 3 (*e*)
16.	Q K 4	16. P Kt 3
17.	Kt×Kt	17. Q×Kt
18.	Q×Q	18. P×Q
19.	Kt K 5	19. Q R Q
20.	Kt×Kt	20. B×Kt
21.	Q R B	21. R Q B
22.	B Q 6	22. R K Kt
23.	B K 5	23. K Kt 2 (*f*)
24.	P B 4	24. B Q 2
25.	K B 2	25. P R 3
26.	K K 3	26. R×R
27.	R×R	27. R Q B
28.	R B 5	28. B×B
29.	B P×B	29. B K 3 (*g*)
30.	P Q R 4	30. P×P
31.	B×R P	31. R Q Kt
32.	R Kt 5	32. R Q
33.	R Kt 6	33. R Q R
34.	K Q 2	34. B B
35.	B×B	35. R×B
36.	R Kt 5	36. R Q R
37.	R×P	37. P R 6
38.	P×P	38. R×P
39.	R B 5	39. K B

40. K K 2	40. K K 2
41. P Q 5	41. K Q 2
42. R B 6	42. P R 4
43. R K B 6	43. K K 2
44. P Q 6 ch	44. K K
45. P K 6	45. P×P
46. R×P ch	46. K B 2
47. P Q 7	47. R Q R
48. R Q 6	48. K K 2
49. R×P	49. K×P
50. R Kt 5	50. R K R
51. K B 3	51. K K 3
52. K Kt 3	52. P R 5 ch
53. K Kt 4	53. P R 6
54. P Kt 3	54. K B 3

55. R K R 5, and wins.

NOTES.

(*a*) Herr Harrwitz, when first player, almost invariably adopts this mode of opening the game. It is one with every variation of which he is thoroughly familiar, and in no match of importance has he ever failed of using it.

(*b*) Mr. Morphy agrees with us in the opinion, that at this stage the text move is the most forcible one that can be selected; indeed, he says he found it so strong, that in his after games with Harrwitz he preferred meeting P Q 4 with P K B 4, in place of exposing himself to this attack.

(*c*) Very well played, for it not only obviates the capture of the Bishop and the subsequent posting of the King's Knight at B 5, but also prevents the advance of the K B P.

(*d*) Mr. Morphy considers that he lost the game by this move, and that if he had played B K B 3 instead, the game would have been even.

(*e*) The following variation will show that Black could not have thrown up the K B P as he had intended, *e. g.*:

	15. P K B 4
16. Q × P	16. Kt × Kt
17. P × Kt	17. P B 5
18. Q K 4	18. P Kt 3

19. B × B P, with a won game.

(*f*) It is a singular fact, that in the earlier stages of every contest upon which Mr. Morphy has entered, he has played very much below his real force. This game presents none of those brilliant moves and remarkable combinations that so eminently abound in his general play, and at this point he selects a move which actually gives the victory to his opponent. The Bishop should have now been captured, and the game thereby would have been rendered an even one.

(*g*) If Black had exchanged Rooks, with the view of breaking up his adversary's centre Pawns, the White King would have been posted at Q 4, and victory secured.

GAME II.—(PHILIDOR'S DEFENCE.)

White.—Mr. Morphy.	*Black.*—Mr. Harrwitz.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 3 (*a*)
3. P Q 4	3. P × P
4. Q × P	4. Kt Q B 3 (*b*)
5. B Q Kt 5	5. B Q 2
6. B × Kt	6. B × B
7. B Kt 5	7. Kt B 3 (*c*)
8. Kt B 3 (*d*)	8. B K 2
9. Castles Q R	9. Castles
10. K R K	10. P K R 3
11. B R 4	11. Kt K
12. B × B	12. Q × B
13. P K 5	13. B × Kt
14. P × B	14. Q Kt 4 ch
15. K Kt (*e*)	15. P × P
16. R × P	16. Q Kt 7

17. Kt Q 5	17. Q×R P
18. K R K	18. Q Q 3
19. R Kt	19. K R 2
20. Q K 3	20. P K B 4
21. Kt B 4	21. Q Q Kt 3
22. Q K 2	22. R B 2
23. Q B 4	23. Q K B 3
24. Kt R 5 (*f*)	24. Q K 2
25. Q R K	25. Q Q 2
26. P R 3 (*g*)	26. Kt Q 3
27. Q Q 4	27. R K Kt (*h*)
28. R Kt 2	28. Kt K
29. Q B 3	29. P B 5
30. R R	30. P K Kt 3
31. Q R Kt	31. Q Q 4
32. Q K	32. Q×Kt
33. R Kt 5 (*i*)	33. Q×P
34. Q K 6	34. R B 3
35. Q K 7 ch	35. R Kt 2
36. Q×Kt	36. P×R
37. Q K	37. Q Q B 3, and wins.

NOTES.

(*a*) This is a defence that Mr. Harrwitz almost invariably adopts; and throughout this match, when second player, he never moved otherwise.

(*b*) B Q 2 is considered the better move here.

(*c*) P K B 3 is preferable.

(*d*) White might have exchanged the Bishop for the Knight, but Mr. Morphy is of opinion that no great advantage would have resulted from such a line of play.

(*e*) P B 4 would not have been so good.

(*f*) White would have gained nothing by R Kt 6, as Black would have simply retreated Q K 2.

(*g*) Q Q B 3 or Q K R 4, would have given White an excellent attack; the move in the text was made with the object of winning the Queen with

27. R × Kt	27. R × R
28. R × P ch	28. R × R
29. Kt B 6 ch, &c.	

(*h*) To prevent the execution of the plan alluded to in the foregoing note.

(*i*) We give a diagram, showing the game as it stood at this point:

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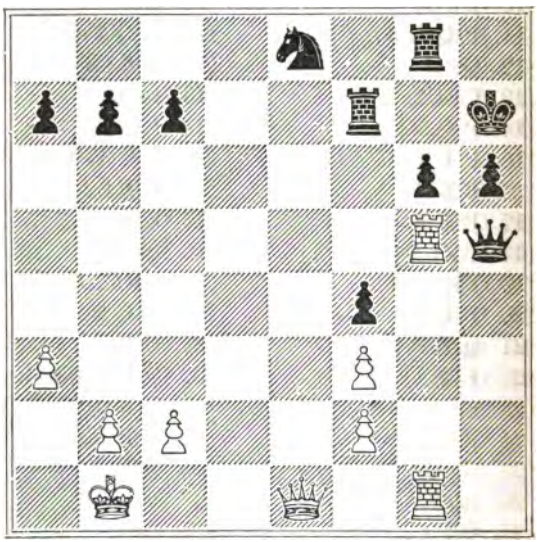

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GAME III.—(IRREGULAR OPENING.)

White.—Mr. Harrwitz.	*Black.*—Mr. Morphy.
1. P Q 4	1. P K B 4

2. P Q B 4	2. P K 3
3. Kt Q B 3	3. Kt K B 3
4. B K Kt 5	4. B Q Kt 5
5. Q Kt 3	5. P Q B 4 (*a*)
6. P Q 5	6. P K 4
7. P K 3	7. Castles
8. B Q 3	8. P Q 3
9. K Kt K 2	9. P K R 3
10. B×Kt	10. Q×B
11. P Q R 3	11. B×Kt ch
12. Q×B	12. Q Kt 3
13. Castles K R	13. Kt Q 2
14. P Q Kt 4	14. P Q Kt 3
15. P B 3	15. P K R 4 (*b*)
16. B B 2	16. B Kt 2
17. B R 4	17. Q B 2
18. B×Kt	18. Q×B
19. P×P (*c*)	19. Kt P×P
20. P B 4	20. P K 5
21. Q R Kt	21. B R 3
22. K R Q B	22. Q R 5 (*d*)
23. Kt Kt 3	23. P R 5
24. Kt B	24. Q R Kt
25. Kt Q 2	25. R Kt 3 (*e*)
26. R×R	26. P×R
27. Q Kt 3	27. Q×Q
28. Kt×Q	28. P Q Kt 4 (*f*)
29. P×P	29. B×P
30. Kt R 5	30. R R
31. Kt Kt 7	31. R R 3
32. R B 3 (*g*)	32. K B
33. Kt Q 8	33. B Q 2

34. R Kt 3	34. K K 2
35. R Kt 8	35. P B 5 (*h*)
36. K B 2	36. P B 6
37. K K 2	37. R×P
38. Kt B 6 ch	38. B×Kt
39. P×P	39. P B 7
40. K Q 2	40. R B 6 (*i*)
41. K B	41. R×B P
42. R Kt 3	42. K B 3
43. R R 3	43. P Kt 4
44. P Kt 3	44. R P×P
45. R P×P	45. P×P
46. Kt P×P	46. K Kt 3
47. R R 5	47. R B 4
48. R R 6	48. R B 6
49. R×P ch	49. K R 4
50. R Q 2	50. K Kt 5
51. R Kt 2 ch	51. K B 6
52. R Kt 5	52. R B 4
53. R R 5	53. K×P
54. R R 4	54. K B 6 and White resigns.

NOTES.

(*a*) A very similar position occurs in the Sicilian opening, and then, as here, this move is important and effective.

(*b*) A measure of precaution, to prevent White from playing P K Kt 4, and having in view also the advance of the P R 5 if he should play Kt Kt 3.

(*c*) The exchange of Pawns here showed want of judgment; for after giving up his Bishop, the Q B P was, of course, rendered very weak by the line of play adopted; indeed, it was fatal to his game.

(*d*) The prompt advantage which Mr. Morphy takes of the slightest

error of his opponent, is the chief characteristic of his game, and it is well illustrated on this occasion.

(*e*) Very well played; for if, as was the case, the Rooks be exchanged, the Q Kt P is soon thrown up and a free passage secured for the Q B P, and if the exchange be not made, Black doubles his Rooks on the Kt's file, with a far superior game.

(*f*) Excellently followed up, the Q B P can now march on unimpeded, and embarrass White sorely.

(*g*) This is an interesting position, and for the assistance of the student, we represent it on a diagram.

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(*h*) The skilful manner in which Mr. Morphy terminated the game commands our praise, and is deserving of close attention.

(*i*) When Mr. Harrwitz played 38. Kt B 6th ch, he evidently overlooked that his opponent, on his 40th move, could play as in the text

The game was past recovery, but this at once gains White's advanced Pawn. We again give a diagram, showing the position of the pieces.

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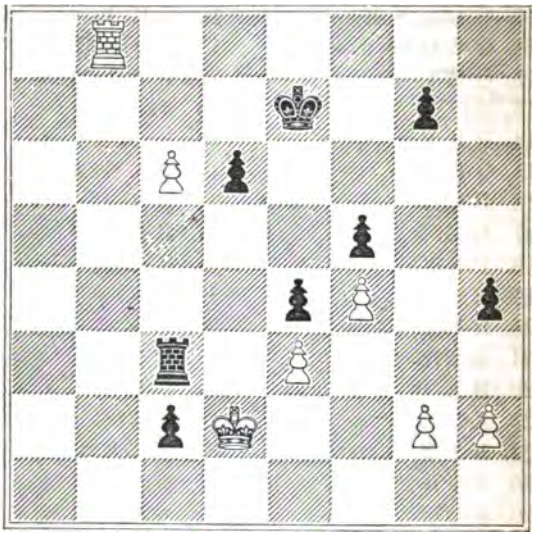

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GAME IV.—(PHILIDOR'S DEFENCE.)

White.—Mr. Morphy.	*Black.*—Mr. Harrwitz.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 3
3. P Q 4	3. P×P
4. Q×P	4. Kt Q B 3 (*a*)
5. B Q Kt 5	5. B Q 2
6. B×Kt	6. B×B

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7. B Kt 5 (*b*)	7. P B 3
8. B R 4	8. Kt R 3
9. Kt B 3	9. Q Q 2
10. Castles K R	10. B K 2
11. Q R Q (*c*)	11. Castles K R
12. Q B 4 ch	12. R B 2 (*d*)
13. Kt Q 4 (*e*)	13. Kt Kt 5
14. P K R 3	14. Kt K 4
15. Q K 2	15. P K Kt 4 (*f*)
16. B Kt 3	16. R Kt 2
17. Kt B 5	17. R Kt 3
18. P B 4	18. P×P
19. R×P	19. K R
20. R R 4	20. B B
21. B×Kt	21. B P×B
22. R K B	22. Q K 3
23. Kt Q Kt 5	23. Q Kt
24. R B 2	24. P Q R 3
25. Kt×B P	25. R Q B
26. Kt Q 5	26. B×Kt
27. P×B	27. R B 2 (*g*)
28. P B 4	28. B K 2
29. R R 5	29. Q K
30. P B 5 (*h*)	30. R×P
31. R×P ch (*i*)	31. K×R
32. Q R 5 ch	32. K Kt
33. Kt×B ch	33. K Kt 2
34. Kt B 5 ch	34. K Kt
35. Kt×P, and wins.	

NOTES

(*a*) This move is not to be recommended, the proper defence is B Q 2.

(*b*) Mr. Morphy evidently considers this a forcible move at this

point, and it will be noticed that he has adopted it in numerous games given in this work when the opening is similar. It was first played by the author when engaged in his match with Harrwitz.

(*c*) White has now an excellent game, every piece in play and well posted.

(*d*) We should have preferred playing K R here. See diagram:

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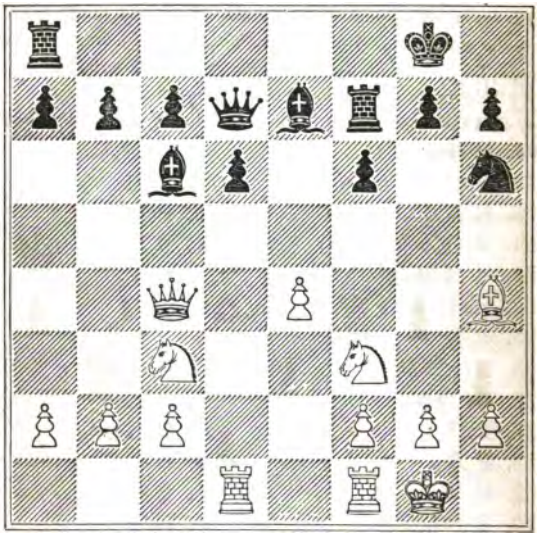

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(*e*) P K 5 would have produced some highly interesting variations, *e. g.*:

13. P K 5	13. Q K B 4 or A B
14. P K 6	14. R K B
15. K R K	15. Q R Q
	(if 15. Q K Kt5
16. Q × Q	16. Kt × Q
17. Kt Q 4 (better game.)	
16. Kt Q 5	16. B × Kt (best)
17. R × B, winning at least a pawn.	

(A)

	13. B × Kt
14. P K 6	14. P Q 4
15. P × R ch	15. Kt × P
16. P × B, and wins.	

(B)

	13. Q K Kt 5
14. Q × Q	14. Kt × Q
15. P K 6	15. K R B

16. Kt Q 4, and White has much the better game. If Black, on his 13th move, either push P Q 4, or take the P with his Bishop's Pawn, he gets the worse position in the former case, and in the latter loses the exchange, for in both his adversary takes the Pawn with Kt.

(*f*) To prevent the advance of his opponent's K B P

(*g*) Had the Queen captured the P, White would have gained a decided advantage, *e. g.*:

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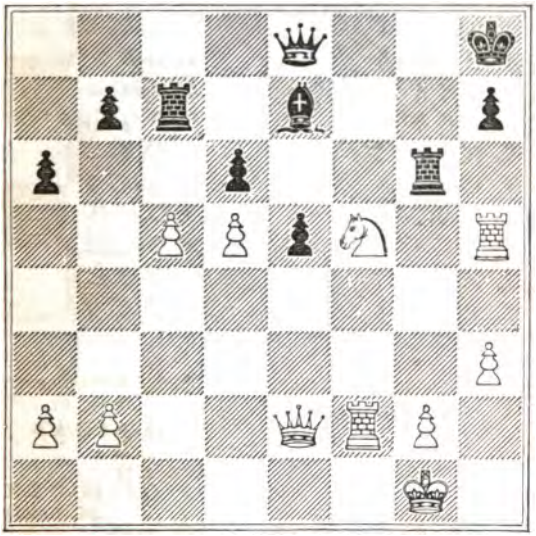

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	27. Q×P
28. R×P ch	28. K×R (best)
29. Q R 5 ch	29. B R 3 (best)
30. Kt×B	30. R×Kt (best)
31. Q B 5 ch	31. K Kt 2
32. Q×R, with a won game.	

(*h*) The winning move, and one of a very high order, and followed up with Mr. Morphy's usual ingenuity and accuracy.

(*i*) We again give a diagram, showing the position of the forces after White's 30th move. (See p. 53.)

GAME V.—(IRREGULAR OPENING.)

White.—Mr. Harrwitz.	*Black.*—Mr. Morphy.
1. P Q 4	1. P K B 4
2. P Q B 4	2. P K 3
3. Kt Q B 3	3. Kt K B 3
4. B K Kt 5	4. B K 2 (*a*)
5. P K 3	5. Castles
6. B Q 3	6. P Q Kt 3
7. K Kt K 2	7. B Kt 2
8. Castles	8. Kt R 4
9. B×B	9. Q×B
10. Kt Kt 3	10. Kt×Kt
11. R P×Kt	11. P Q 3
12. P B 4 (*b*)	12. Kt B 3
13. P K Kt 4	13. Kt Kt 5
14. P×P	14. P×P
15. Q Q 2	15. Q R K (*c*)
16. Q R K	16. Q R 5 (*d*)
17. B Kt	17. R K 3
18. Q K B 2	18. Q R 4
19. P Q 5	19. R R 3
20. Q B 3	20. Q R 5

21. P R 3 (*e*)	21. Kt R 3
22. P Q Kt 4	22. Kt Kt
23. Kt K 2	23. Kt Q 2
24. Kt Kt 3	24. P Kt 3
25. K B 2	25. Kt B 3
26. R R	26. Kt Kt 5 ch (*f*)
27. K Kt	27. Q B 3
28. R×R	28. Kt×R
29. Q Q	29. Kt Kt 5
30. Q Q 2	30. Q R 5
31. Kt B	31. R K
32. P Kt 3	32. Q R 6
33. P Kt 5 (*g*)	33. Kt B 3
34. Q K Kt 2	34. Q×Q ch
35. K×Q	35. P Q R 3
36. P R 4	36. P×P
37. R P×P	37. R R (*h*)
38. Kt Q 2	38. R R 6
39. P K 4	39. P×P
40. Kt×P	40. Kt×Kt
41. B×Kt	41. R Q B 6
42. B B 3	42. K B 2
43. R K 4	43. B B
44. B K 2	44. B B 4
45. R Q 4	45. P R 4
46. K B 2	46. K B 3
47. R Q 2	47. B B 7
48. K K	48. B K 5
49. K B 2	49. K B 4
50. R R 2	50. P R 5 (*i*)
51. P×P	51. K×P
52. R R 7	52. R K R 6

53. R×P	53. R R 7 ch
54. K K	54. K K 6, and wins.

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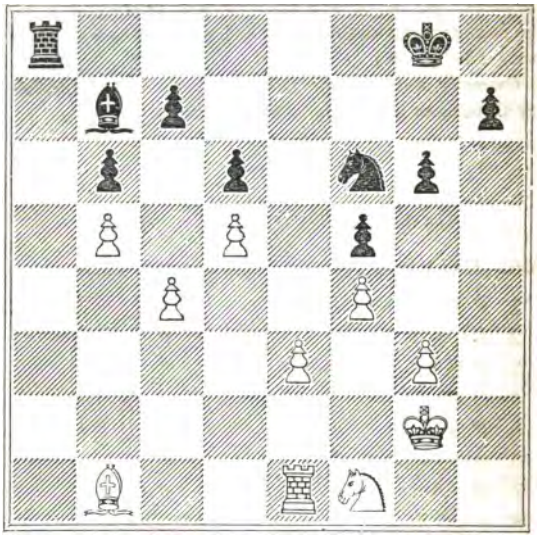

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NOTES.

(*a*) In the third game of this match, Mr. Morphy played B Q Kt 5 at this point.

(*b*) An ill-advised move. The K Kt P and K P are now both of them weak and the subsequent cause of much embarrassment. We should have much preferred P K 4.

(*c*) Attacking the weak point that we have noted above.

(*d*) Well played. Not only threatening Q Kt 6, by which an irresistible attack would have been gained, but also to bring the Rooks into speedy co-operation with the Queen on the weak flank.

(*e*) The last four moves were well and correctly played.

(*f*) The Kt now occupies a square from which he cannot be easily dislodged.

(*g*) Properly preventing the advance of the Q Kt P.

(*h*) Black might have here gained three pawns for his Kt by taking the Q P, but it is questionable in a match game whether such a step were prudent. Mr. M. chose a surer mode of proceeding to victory.

The position forms an interesting end game, and we therefore give a diagram. (See p. 56.)

(*i*) Correctly played. After this White's game was hopeless. Mr. Morphy throughout played his with great ability.

GAME VI.—(PHILIDOR'S DEFENCE.)

White.—Mr. Morphy.	*Black.*—Mr. Harrwitz.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 3
3. P Q 4	3. P×P
4. Q×P	4. Kt K B 3 (*a*)
5. P K 5	5. P×P (*b*)
6. Q×Q ch	6. K×Q
7. Kt×P	7. B K 3
8. Kt Q B 3	8. B Q 3
9. Kt B 4	9. B×Kt (*c*)
10. B×B	10. R K ch
11. B K 3	11. K K 2
12. Castles Q R	12. P Q R 3
13. B K Kt 5	13. Q Kt Q 2
14. Kt K 4 (*d*)	14. P R 3 (*e*)
15. B×Kt ch (*f*)	15. Kt×B
16. Kt×B	16. P×Kt
17. K R K ch	17. K B
18. R×R ch	18. Kt×R
19. B Q 5	19. R Q Kt
20. B B 3	20. P K Kt 3

21. P B 3	21. K K 2
22. R K ch	22. K B (*g*)
23. K B 2	23. Kt B 2
24. K Kt 3	24. Kt K 3
25. K R 4	25. P Kt 3
26. P Q Kt 4	26. P K R 4
27. P R 4	27. K K 2
28. R K 3	28. K Q 2
29. B Q 5	29. R K
30. K Kt 3	30. R K Kt
31. R B 3	31. K K 2
32. P R 4	32. P R 4
33. B×Kt	33. K×B
34. K B 4	34. P K Kt 4
35. K Kt 5 (*h*)	35. P×Kt P
36. B P×P	36. P×P
37. K×P	37. R Kt ch
38. K R 5	38. K Q 4
39. R Q 3 ch	39. K B 5
40. R×P	40. R×P
41. R Q 4 ch	41. K×R
42. K×R	42. P B 4
43. P B 4	43. K K 6
44. P R 5	44. K B 7
45. P R 6	45. K×P
46. P R 7	46. P R 6
47. P R 8 Queen's ch	47. K Kt 8
48. Q B 3 (*i*) and wins.	

NOTES.

(*a*) A bad move, subjecting Black to immediate attack.

(*b*) The correct reply would have been Q K 2; but even that would have left White with a somewhat superior game.

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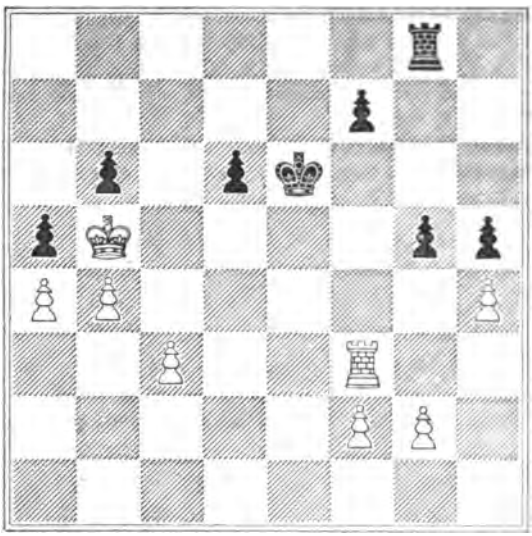

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(*c*) This was in a manner compelled; for if any other line of play had been chosen, White would have taken the King's Bishop with his Knight, and the Pawn on the retaking would have been left isolated and weak.

(*d*) So framing the attack as at once to secure a winning position. This is a much stronger move than the more obvious one of Kt Q 5 ch, &c.

(*e*) He has no better play; for if K B, White wins a Pawn by Kt × B; and if B K 4, White may with advantage throw up P K B 4.

(*f*) Kt × Kt would have been of advantage to White, *e. g.*:

15. Kt × Kt	15. K × Kt (best)
16. R K sq ch	16. K B sq
17. B × Kt	17. P × B

18. P K Kt 3, and Black's Pawns are weak.

As the adverse Bishops, however, are of different colors, the game in

this case would probably have resulted in a draw, and Mr. Morphy therefore selected the better move.

(*g*) Had the King gone to Q 2, the reply on White's part would have been B Q 5. To save his K B P, Black must then advance it, when the Bishop would have checked at K 6, and afterwards have been posted at K B 7, &c.

(*h*) Finely played. The end game is finished off by Mr. Morphy with great ability, and the position is so instructive that we give a diagram in illustration of it. (See page 59.)

(*i*) For if
48. P R 7
49. Q Kt 3 ch
49. K R
50. Q K B 2, mating next move.

GAME VII.—(IRREGULAR OPENING.)

White.—Mr. Harrwitz.	*Black.*—Mr. Morphy.
1. P Q 4	1. P K B 4
2. P Q B 4	2. P K 3
3. Kt Q B 3	3. Kt K B 3
4. B Kt 5	4. B K 2
5. P K 3	5. Castles
6. B Q 3	6. P Q Kt 3
7. K Kt K 2	7. B Kt 2
8. B×Kt (*a*)	8. B×B
9. Castles	9. Q K 2
10. Q Q 2	10. P Q 3
11. P B 4 (*b*)	11. P B 4
12. P Q 5	12. Kt R 3
13. P×P	13. Q×P
14. Q R K (*c*)	14. B R 5 (*d*)
15. Kt Kt 3	15. Q Kt 3
16. Kt Q 5	16. B×Q Kt
17. P×B	17. B×Kt

18. P×B	18. Kt B 2
19. K B 2	19. Q R K
20. R K R	20. R K 2
21. R R 4	21. Q B 2 (*e*)
22. B K 2 (*f*)	22. Kt K
23. Q Q 3	23. Kt B 3 (*g*)
24. B B 3	24. P Kt 3
25. R K 2	25. K R K (*h*)
26. P Kt 3	26. Q Kt 2
27. R R	27. P K R 3
28. K Kt	28. P K Kt 4
29. P×P	29. P×P
30. B R 5	30. Kt K 5 (*i*)
31. R K (*k*)	31. R K B
32. B B 3 (*l*)	32. Kt×P
33. R R 3	33. Q K 4 (*m*)
34. R R 6	34. P Kt 5
35. B Q	35. K Kt 2
36. R R 4	36. R K R
37. R×R	37. K×R
38. B B 2	38. R R 2 (*n*)
39. Q Q 2	39. Q Kt 7 (*o*)
40. R Q	40. R R 8 ch
41. K B 2	41. R B 8 ch (*p*)
42. K×Kt	42. Q K 4 ch
43. K R 4	43. Q B 3 ch
44. K Kt 3	44. Q K 4 ch and per-

petual check existing, the game was declared drawn.

NOTES.

(*a*) At this point, in the fifth game of the match, Mr. Harrwitz castled.

(*b*) Mr. H. made a move similar to this in the game just mentioned,

which we condemned, as we must this also. On principle it is weak play, as it leaves a Pawn behind unsupported, and in this particular instance from an even game, causes the position very quickly to turn in favor of the second player.

(*c*) This also is a weak move.

(*d*) As usual, taking immediate advantage of his opponent's slight error; whether White in reply now play Kt Kt 3, or P K Kt 3, in either case he gets a bad game.

(*e*) Anticipating the advance of the K Kt P

(*f*) If Mr. Harrwitz had thrown up the K Kt P, a very interesting variation would still have arisen. His adversary could not have taken it, on account of B × P ch, &c. Nor could he have taken Q P with Kt, as B Q B 4 would have won a piece. The probable continuation, therefore, would have been as follows:

22. P K Kt 4	22. Q × Q P
23. Q Q B 2, with an excellent game.	
	If 22. P K Kt 3
23. P × P	23. Anything.
24. P K Kt 4, with a fine game.	

(*g*) The correct move, for of course White dare not take the Pawn.

(*h*) A singular variation would have arisen if Black had played P K Kt 4, *e. g.*:

	25. P K Kt 4
26. P × P (best)	26. Kt K 5 ch
27. K Kt sq	27. Kt × P at Kt 3
28. R Q sq (best)	28. Q K Kt 2, with a fine game; the text move, however, is preferable.

(*i*) An excellent move. The position is sufficiently interesting for a diagram, which we accordingly append. (See page 63.)

(*k*) Had he taken the Rook, he would have been mated in a few moves by Q R 8 ch, &c.

(*l*) Mr. Harrwitz showed judgment in sacrificing the Pawn, for any attempt to save it would have involved him in difficulty. Thus if

32. P K Kt 4	32. Kt Kt 6
33. R R 3	33. P B 5
34. P Q 4	34. Q K 4
35. B Kt 6	35. R B 3
36. B K B 5	36. Kt × B
37. Kt P × Kt	37. R × P, with the better game.

(*m*) Black has now a Pawn ahead, and so superior a position as to render victory almost a certainty.

(*n*) Mr. Morphy plays all this with his usual ability.

(*o*) Threatening to win the Queen.

(*p*) The main feature of Mr. Morphy's play is, that it is so free from mistakes. This, however, was evidently an oversight, and throws away a game which would have been won with ease had he taken Rook with Rook.

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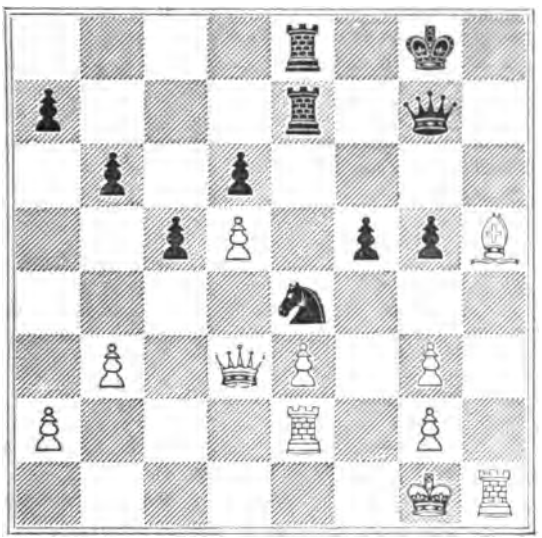

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GAME VIII.—(PHILIDOR'S DEFENCE.)

White.—Mr. Morphy.	*Black.*—Mr. Harrwitz.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 3
3. P Q 4	3. B Kt 5 (*a*)

4. P×P	4. B×Kt
5. Q×B	5. P×P
6. B Q B 4	6. Kt K B 3 (*b*)
7. Q Q Kt 3	7. B Q 3
8. B×P ch	8. K B
9. B Kt 5	9. Q Kt Q 2
10. B R 5	10. P K Kt 3
11. B R 6 ch	11. K K 2
12. B B 3	12. Kt B 4
13. Q B 4	13. P Q Kt 4
14. Q K 2	14. Kt K 3
15. B K 3	15. P Q R 3
16. Kt Q 2	16. K B 2
17. Castles Q R	17. Q K 2
18. P K Kt 3	18. K R Q Kt (*c*)
19. B Kt 2 (*d*)	19. P Q R 4
20. K R K B	20. P R 5
21. P K B 4	21. P R 6
22. P Kt 3	22. K Kt 2
23. P B 5	23. Kt B
24. P K Kt 4	24. Q K
25. B B 3	25. Q B 3 (*e*)
26. Kt Kt	26. P Kt 5
27. Q B 2	27. Q Kt Q 2
28. P Kt 5	28. Kt Kt (*f*)
29. P B 6 ch	29. K R
30. P B 7	30. Kt Q B 4 (*g*)
31. P×Kt Q ch	31. K×Q
32. B×Kt	32. B×B
33. Q K 2	33. Q K 3
34. Kt Q 2	34. K R
35. B Kt 4	35. Q K 2

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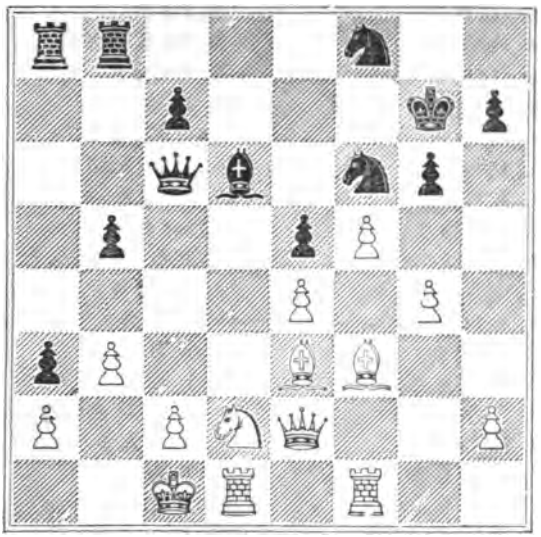

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36. Kt B 3	36. R Q
37. P R 4	37. R Q 3
38. R×R	38. P×R
39. Q B 4	39. R K B
40. Q K 6	40. B K 6 ch
41. K Q	41. Q Q B 2
42. Kt Q 2 (*h*)	42. B B 5
43. Kt B 4	43. Q B 4
44. Q Q 5	44. Q×Q ch
45. P×Q	45. R Q
46. R B 3	46. K Kt 2
47. P B 3 (*i*)	47. R Q Kt

48. P×P	48. R×P
49. K B 2	49. K B
50. K B 3	50. R Kt 4
51. B K 6	51. R B 4
52. P Kt 4	52. R B 2
53. P Kt 5	53. K K 2
54. P Kt 6	54. R Kt 2
55. B B 8	55. R Kt
56. P Kt 7	56. K Q
57. Kt×Q P	57. K K 2
58. Kt Kt 5	58. P R 3

59. P Q 6 ch and wins.

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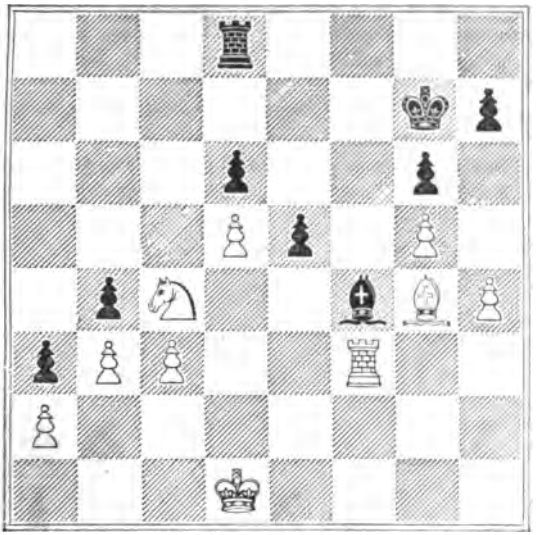

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NOTES.

(*a*) This is not a good move, and compromises the game of the second player so far as to make it surprising to us that it was adopted by him.

(*b*) Q Q 2 is the correct move.

(*c*) Mr. Harrwitz was evidently anxious to bring his King's Rook into play; but it is questionable whether he acted judiciously in placing it here. We should have preferred moving it to King's or Queen's square.

(*d*) The correct reply; preparing for the eventual advance of the K B P.

(*e*) We represent the position of the forces here on a diagram. (See page 65.)

(*f*) Taking King's Pawn would have cost a piece.

(*g*) Threatening to capture Q Kt P checking, and follow that up with the advance of the Q R P. Had Black instead played Kt K 2, his adversary would have replied with B Kt 4, winning a piece and the game. We give a second diagram, showing the situation of the respective forces. (See page 66.)

(*h*) The accuracy with which every move is played, is worthy of the student's observation.

(*i*) This is well played. It secures a passed Pawn and an easy victory. The end game is represented at this point on the diagram on p. 67.

MATCH BETWEEN MR. MORPHY AND HERR LÖWENTHAL.

This match was played in London. It was commenced on the 19th of July and concluded on the 22d of August, 1858. Mr. Morphy's seconds were Lord Arthur Hay and the Rev. J. Owen; Mr. Löwenthal's seconds, Mr. Barnes and Mr. Oldham. Mr. Staunton was appointed umpire, and Mr. Lewis stakeholder. The combatants met with regularity four days in each week, Monday, Tuesday, Thursday and Friday, until the termination of the match; and the *séances* were alternately held at the St. George's Chess Club, in King street, St. James's, and the London Chess Club in Cornhill. The winner of the first nine games was to be declared victor, and it was agreed that the games should be the exclusive property of Mr. Morphy and Mr. Löwenthal. At the conclusion Mr. Morphy had scored nine games, Mr. Löwenthal three, and two were drawn. As this was the first match played by the American champion in Europe it excited a very lively interest among the devotees

of Calssa in this part of the world. The Club rooms were thronged on every occasion by *élite* assemblies, and the proceedings were reported more or less fully in all the leading newspapers. The few English journals which have Chess columns devoted a liberal portion of their space to this match.

GAME I.—(PHILIDOR'S DEFENCE.)

White.—Mr. Löwenthal.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 3
3. P Q 4	3. P×P
4. Kt×P	4. Kt K B 3 (*a*)
5. Kt Q B 3	5. B K 2
6. B K 2	6. Castles
7. Castles	7. P B 4
8. Kt B 3	8. Kt B 3
9. B K B 4	9. B K 3
10. Q Q 2	10. P Q 4
11. P×P (*b*)	11. Kt×P
12. Q R Q	12. Kt×B
13. Q×Kt	13. Q R 4
14. B Q 3	14. Q R Q
15. Kt K Kt 5	15. B×Kt
16. Q×B	16. P K R 3
17. Q R 4	17. Kt Q 5 (*c*)
18. P Q R 3 (*d*)	18. K R K
19. K R K	19. Q Kt 3
20. Kt R 4	20. Q R 4
21. Kt B 3	21. P B 4
22. R K 5	22. B B 2

23. Q R K	23. Q Kt 8
24. R×R ch	24. R×R
25. R×R ch	25. B×R
26. Q K 7	26. B B 2
27. Kt R 4	27. Q R 4
28. Kt×P	28. Q Q 7
29. P K B 3 (*e*)	29. Kt B 3 (*f*)
30. Q K 2 (*g*)	30. Q B 8 ch
31. K B 2	31. Q×Kt P
32. B×P (*h*)	32. Q×R P
33. Q Kt 5 (*i*)	33. Q B 6 (*k*)
34. Kt Kt 3	34. Q B 8
35. Q×P	35. P Kt 3
36. Q B 8 ch	36. K R 2
37. B Q 3	37. Kt K 4
38. Kt Q 2	38. Q R 5 ch
39. K B	39. Q×P
40. Kt K 4	40. Q R 8 ch
41. K B 2	41. Q Q B 8
42. Q B 3	42. Q B 5
43. K K 2	43. P K R 4
44. Kt B 2	44. P R 5
45. Q Q 2	45. Q Kt 6
46. Q K 3	46. P R 4
47. Q K 4	47. B K 3
48. P K B 4	48. Kt×B
49. P×Kt	49. B Kt 5 ch
50. K B	50. B B 4
51. Q K 7 ch	51. K R 3, and the game

was declared drawn.

NOTES.

(*a*) An instructive analysis of this opening will be found in the second volume of the Chess Monthly, p. 12.

(*b*) P K 5th would have been bad play, as Black would then have moved the Kt to K R 4th, and followed that up with P Q 5th, with an excellent position.

(*c*) A very good move, which might have proved dangerous had White omitted to make the proper reply.

(*d*) The only correct rejoinder. Had White played P K R 3 or K R K, Black would have gained at least a Pawn by playing Q Q Kt 5, &c.

(*e*) If White had played P K R 3, Black would have drawn the game by perpetual check; and if P K Kt 3, Black would have won easily by playing Q Q 8 ch, &c.

(*f*) Very well played, forcing the retreat of White's Queen from a square where she occupied a steady position. We add a diagram of the situation here.

(*g*) It is obvious that, if White had captured the Q Kt's P, the loss of a piece would have followed immediately.

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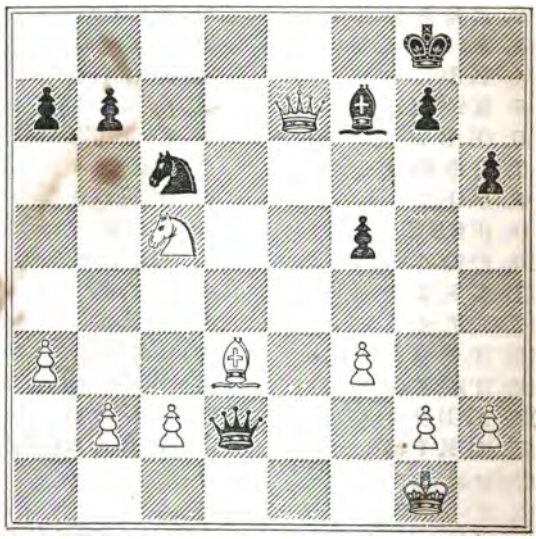

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h) Much better than advancing P Q R 4, as Black would then have moved the Queen to her Kt 5, etc.

(*i*) Kt taking Kt P instead would have been bad play. Black would have replied with Q Q Kt 5, threatening to take the Kt, and at the same time improve the position of his Queen.

(*k*) Correctly played. Had Black preferred Kt Q 5, White would have answered Q × Q Kt P. Black's best move would then have been Kt × B, to which White would have answered with Q Q B 8 ch, regaining the piece with a Pawn ahead and a good position.

GAME II.—(KING'S GAMBIT DECLINED)

White.—Mr. Morphy.	*Black.*—Mr. Löwenthal.
1. P K 4	1. P K 4
2. P K B 4	2. B B 4
3. Kt K B 3	3. P Q 3
4. P B 3	4. B K Kt 5
5. B B 4 (*a*)	5. B × Kt
6. Q × B	6. Kt K B 3
7. P Q Kt 4	7. B Kt 3
8. P Q 3	8. Q Kt Q 2
9. P B 5	9. Q K 2
10. P Kt 4 (*b*)	10. P K R 3
11. K K 2	11. P B 3
12. P K Kt 5	12. P × P (*c*)
13. B × P	13. P Q 4 (*d*)
14. B Kt 3 (*e*)	14. Q Q 3
15. Kt Q 2	15. P R 4 (*f*)
16. P × R P (*g*)	16. Q R × P (*h*)
17. P K R 4	17. Kt R 4
18. Kt B	18. Kt B 4
19. B B 2	19. R Kt 4 (*i*)

20. B B	20. P×P (*k*)
21. P×P	21. R Kt 7 (*l*)
22. B×R	22. Kt B 5 ch
23. K K	23. Kt Q 6 ch
24. B×Kt	24. Kt×B ch
25. K Q 2 (*m*)	25. Kt×B disc. ch
26. K B 2	26. Q R 6 (*n*)
27. Kt Q 2	27. B B 2 (*o*)
28. Kt Kt and wins.	

NOTES.

(*a*) The move recommended as best here is B K 2, and the game is then continued thus:

5. B K 2	5. B×Kt
6. B×B	6. Kt Q B 3
7. P Q Kt 4	7. B Kt 3
8. P Kt 5	8. Q Kt K 2
9. P Q 4	9. P×P
10. P×P	10. P Q R 3
11. P×P	11. R×P
12. B K 2	12. R R 2
13. Castles	13. Kt K B 3
14. B B 3	14. Kt B 3
15. B Kt 2	15. Castles

16. K R, and the position of the centre Pawns gives White somewhat the advantage.

(*b*) Premature. B K Kt 5 would have been the correct play.

(*c*) Black has now obtained a free range for the King's Rook, which would appear to promise to be of some advantage subsequently.

(*d*) The best move.

(*e*) This also is the best move; for if

14. P×P	14. P K 5
15. Q Kt 2 *	15. Kt K 4, and White's position is a hopeless one.

(*f*) Bringing the Queen's Rook into action, and thus adding to the strength of the attack.

* What else can he do? If 15. P×P, 15. Kt K 4 wins a piece; and if 15. Q Kt 3, 15. P×P discovers check and wins with ease.

(*g*) Taking the Pawn was compulsory; for if the Knight's Pawn had been supported with the Rook's Pawn, in the exchange White would have been obliged to take with Q B P, when Black would have brought his B Q 5 with marked effect.

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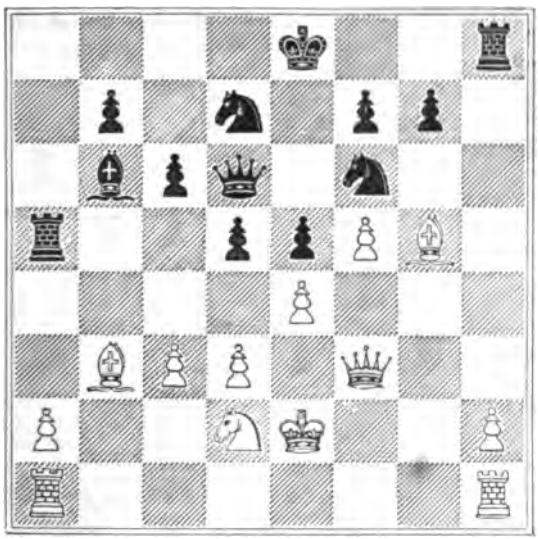

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(*h*) Black's pieces are now well in play, and he has an excellent game. The foregoing diagram shows the position of the pieces after his sixteenth move.

(*i*) R R 6 would have decided the game in Black's favor, *e. g.*:

	19. R R 6
20. B Q 2	20. B R 4
21. R Q B	21. B × P
22. B × B or A	22. R × B
23. P × P	23. P K 5
24. Q K 3 (best)	24. Kt B 5 ch

followed by Kt × Q P, attacking Queen, &c.

(A)

22. P × P	22. B × B
23. K × B	23. P × P
24. B Kt 3	24. P K 5, with a winning position.

(*k*) Kt K B 5 ch at once was the proper move; for if 21. B × Kt, 21. R Q Kt 7th renders White's game still more difficult to defend.

(*l*) This, as the result proves, was an unwise sacrifice. The diagram now given will serve for an examination of the position occurring on Black's nineteenth move.

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WHITE.

(*m*) In forming the plan of attack on his nineteenth move, Herr L. concluded too hastily that the Black King could never be played here, whereas it is the only move to save the game, and makes the sacrifice of the Rook referred to utterly useless.

(*n*) Kt B 5 would have been the correct move.

(*o*) An unaccountable blunder to commit in a match game.

GAME III.—(PHILIDOR'S DEFENCE.)

White.—Mr. Löwenthal.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt K B 3
3. Kt×P	3. P Q 3
4. Kt K B 3	4. Kt×P
5. P Q 4	5. P Q 4
6. B Q 3	6. B K 2 (*a*)
7. Castles	7. Kt Q B 3 (*b*)
8. R K	8. P B 4 (*c*)
9. P B 4	9. B K 3
10. P×P	10. B×P
11. Kt B 3	11. Kt×Kt
12. P×Kt	12. Castles
13. B K B 4	13. B Q 3 (*d*)
14. B×B	14. Q×B
15. Kt K 5	15. Q R K
16. P Q B 4 (*e*)	16. B K 3
17. Kt×Kt	17. P×Kt
18. B B	18. B B 2
19. Q Q 2	19. R×R
20. R×R	20. R Q (*f*)
21. Q R 5 (*g*)	21. Q×P
22. Q×Q B P	22. Q Kt 3
23. Q B 4 (*h*)	23. P Kt 3
24. P K R 3	24. Q Kt 7
25. Q B 7	25. Q Kt 3 (*i*)
26. R K 7	26. R Q 8
27. Q B 8 ch (*k*)	27. R Q
28. Q B 7	28. R Q 8 (*l*)
29. Q K 5 (*m*)	29. Q Kt 8

30. Q K 2	30. K B
31. R K 5	31. P B 5
32. P B 3	32. Q B 8
33. P K R 4	33. P K R 3
34. P B 5	34. K Kt 2
35. R K 4	35. Q×P ch (*n*)
36. K R 2	36. Q B 8
37. K Kt	37. R Q 7
38. Q R 6	38. R×R P
39. Q Q 3	39. R Q 7
40. Q R 6	40. R Q 8
41. P Kt 3	41. P×P
42. K Kt 2	42. Q B 4
43. K×P	43. Q Kt 8 ch
44. B Kt 2	44. R Q 7
45. Q B	45. Q×Q
46. B×Q	46. K B 3
47. B B 4	47. B×B
48. R×B	48. R Q 3
49. K B 4	49. R K 3
50. R Q 4	50. K K 2
51. R R 4	51. K Q 3
52. R×P	52. P B 4
53. R R	53. P B 5
54. P R 5	54. P×P (*o*)
55. K B 5	55. R K 6
56. K B 4	56. R K
57. R R 6 ch (*p*)	57. K Q 4
58. R×P	58. P B 6
59. R×P ch	59. K Q 5
60. R R 7	60. R Q B
61. R Q 7 ch	61. K B 5

62. K K 3	62. R K ch
63. K B 2 (*q*)	63. P B 7
64. R B 7 ch	64. K Q 6
65. R Q 7 ch	65. K B 6
66. R B 7 ch	66. K Q 7
67. R Q 7 ch	67. K B 8
68. R Q Kt 7	68. R K 4
69. P B 4	69. R K 5
70. K B 3	70. R B 5
71. R K R 7	71. K Q 7
72. R R	72. P Queens
73. R×Q	73. R×R
74. K K 4	74. R K 8 ch
75. K Q 4	75. K K 7
76. P B 5	76. K B 6
77. K Q 5	77. K B 5
78. P B 6	78. K Kt 4
79. P B 7	79. R K B 8 and wins.

NOTES.

(*a*) B Q 3 is the more usual play; but this may be adopted with equal, if not greater, advantage.

(*b*) Castling is generally practised at this juncture, but the text move is also good and safe.

(*c*) Mr. Morphy thinks that he ought rather to have played Kt Q 3, or B 3, and that then the game would have been even; whereas, in consequence of this advance of the Pawn, his game shortly is the less preferable of the two.

(*d*) It was necessary to get rid of the adverse King's Bishop, to prevent it from occupying the King's fifth square, where it would have been strongly posted.

(*e*) Premature. It would have been better play to have thrown up the P K B 4. Indeed, if White had so played, he would have had an excellent game.

(*f*) Mr. Morphy is of opinion that P B 4 would have been infinitely stronger.

(*g*) R Q might also have been played; for if in reply Black had pushed P B 4, White would have answered with P Q 5; and if then P B 3, White might have commenced an attack upon the K B P, gaining the requisite time to bring the Bishop to K 2 and B 3, and so saving the threatened Pawn. We are of opinion, however, that the move really adopted was a better one. A diagram is given of the position previous to this move of White.

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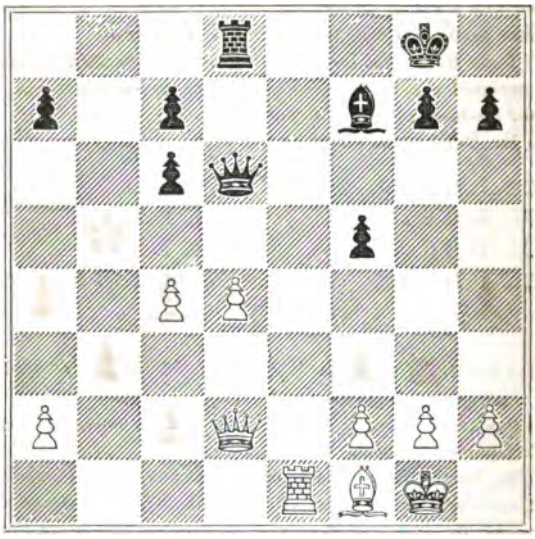

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(*h*) R K 7, as suggested by some of the leading members of the London Club, would not have led to any decisive result, *e. g.:*

23. R K 7 23. R Q 8 *

* If Black play 23. R K B, then 24. Q×R P, &c, and if

23. Q×Q 24. R×Q,

winning a Pawn.

24. R × B	24. R × B ch
25. K × R	25. Q Kt 8 ch
26. K K 2	26. Q B 7 ch
27. K K 3	27. Q B 6 ch
28. K B 4	28. Q × P ch
29. K × P	29. Q × R ch
30. Q × Q ch	30. K × Q
31. K K 5	31. K K 2,

and with the best play on both sides, the game would probably have been drawn.

(*i*) It was judicious of Mr. Morphy to challenge the exchange of Queens, with his King in such an exposed position. If accepted, the end game would have been reduced to a probable draw.

(*k*) If the Bishop had been taken the game most likely would have been continued as in the variation given in the preceding note, viz., R × B, &c., and the Rook eventually regained.

(*l*) Mr. Morphy here played for a draw.

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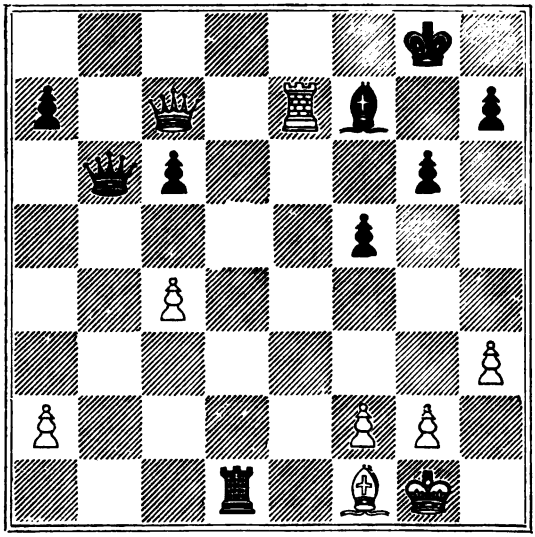

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(*m*) A bad move, changing at once the whole aspect of affairs. Mr. L. should have been satisfied with a draw. The diagram we give shows the position of the forces after Black's twenty-eighth move, and before this error was committed. (See page 81.)

(*n*) The Pawn could never have been saved, as Black always threatened K B 3.

(*o*) R B 3 ch and then P Kt 4 would have won without difficulty.

(*p*) We supply a diagram again to show the position, which is very singular and worth studying. Black has two Pawns more than his opponent, and yet, if White had played well, he could have insured a drawn game.

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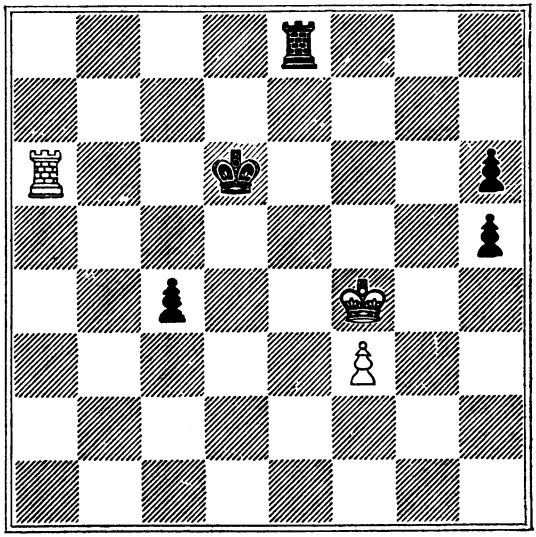

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(*q*) This was a grievous error. K B 4th would have produced a certain draw.

GAME IV.—(KING'S GAMBIT DECLINED.)

White.—Mr. Morphy.	*Black.*—Mr. Löwenthal.
1. P K 4	1. P K 4
2. P K B 4	2. B B 4
3. Kt K B 3	3. P Q 3
4. P B 3	4. B K Kt 5
5. B K 2	5. B×Kt
6. B×B	6. Kt Q B 3
7. P Q Kt 4	7. B Kt 3
8. P Kt 5	8. Q Kt K 2
9. P Q 4	9. P×B P (*a*)
10. B×P	10. Kt Kt 3
11. B K 3	11. Kt B 3
12. Kt Q 2	12. Castles
13. Castles	13. P K R 3
14. P Q R 4	14. P B 3
15. Q K 2	15. R K
16. Q Q 3 (*b*)	16. P Q 4 (*c*)
17. P K 5	17. Kt Q 2
18. B R 5 (*d*)	18. R K 3
19. P R 5 (*e*)	19. B B 2
20. R×P (*f*)	20. K×R (*g*)
21. Q B 5 ch	21. K K 2
22. B×Kt	22. Q K Kt
23. B B 2	23. Kt×P (*h*)
24. P×Kt	24. R K B (*i*)
25. B B 5 ch	25. K Q
26. B×R	26. R×P
27. Q K B 2	27. Q K 3
28. P Kt 6	28. P×P
29. P×P	29. Q×B
30. P×B ch	30. K×P
31. R Q Kt, and wins.	

NOTES.

(*a*) The books recommend P × Q P, but the move in the text may be adopted without disadvantage.

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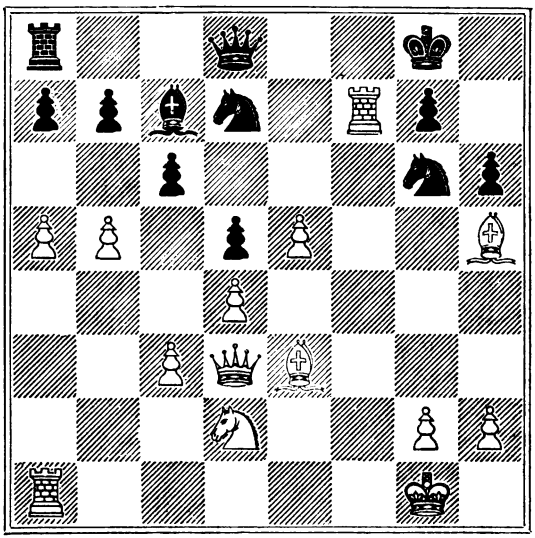

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(*b*) The proper play, providing for Black's intended attack of P Q 4, &c.

(*c*) A bad move, and the origin of all subsequent trouble.

(*d*) An excellent move.

(*e*) The sacrifice of the Rook at once would have been equally good; but as no time was lost by the move played, and as it moreover compelled the adverse Bishop to abandon an important diagonal, we are not sure but that Mr. Morphy selected wisely.

(*f*) Ingenious. The position is sufficiently interesting to be worthy of the diagram we append.

(*g*) Kt R would have been decidedly better; but White then would have had a much superior game.

(*h*) A useless sacrifice, Kt K B might have given him a chance of drawing.

(*i*) Making bad infinitely worse.

GAME V.—(PETROFF'S DEFENCE.)

White.—Mr. Löwenthal.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt K B 3
3. Kt×P	3. P Q 3
4. Kt K B 3	4. Kt×P
5. P Q 4	5. P Q 4
6. B Q 3	6. B K 2 (*a*)
7. Castles	7. Kt Q B 3
8. P B 4	8. B K 3
9. P×P	9. B×P
10. B K 3	10. Castles
11. Kt B 3	11. P B 4
12. Kt×B	12. Q×Kt
13. B B 2	13. K R
14. B Kt 3	14. Q Q 3
15. P Q 5 (*b*)	15. Kt R 4
16. B Q 4	16. B B 3
17. R K	17. Q R Q
18. B×B (*c*)	18. Kt×Q B
19. Kt Kt 5 (*d*)	19. Kt Kt 5
20. P Kt 3	20. Q B 4
21. Q K 2	21. Kt×B
22. P×Kt	22. Q R K
23. Q B 3	23. Kt K 4

24. Q R 5	24. P K R 3
25. Q R Q (*e*)	25. Q B 7 (*f*)
26. Kt K 6	26. Kt Kt 5
27. R K B	27. Q×P at Kt 2
28. Kt×R	28. R×Kt
29. P R 3	29. Kt B 3
30. Q×B P	30. Q×Kt P
31. P Q 6	31. P×P (*g*)
32. R×P	32. Q B 2
33. R Q 2	33. P R 3
34. R K	34. P Q Kt 4
35. Q Q B 5	35. R K
36. Q R K 2 (*h*)	36. R×R
37. R×R	37. Q Kt 6
38. Q K B 8 ch	38. Kt Kt (*i*)
39. R K 7	39. Q Q 8 ch
40. K R 2	40. Q Q 5
41. R K 8	41. Q Q B 5 (*k*)
42. R R 8	42. P Kt 5
43. R R 7	43. Q Q 5
44. R×P	44. P Kt 6
45. R R 8	45. Q Q 4
46. R R 7	46. Q Q 5
47. R Kt 7	47. Q B 6
48. Q B 7	48. K R 2
49. R×P	49. Q K 4
50. R Kt 7	50. P R 4
51. R Q 7	51. Kt R 3
52. Q Q 5	52. Q B 3
53. Q Q 3 ch	53. K R
54. R Q 8 ch	54. Kt Kt
55. Q Q 4	55. Q B 6

56. K Kt	56. K R 2
57. Q Q 5	57. Q×Q
58. R×Q	58. Kt B 3
59. R K 5	59. K Kt 3
60. P B 4	60. K B 2
61. K Kt 2	61. K Kt 3
62. K B 3	62. K B 2
63. R R 5	63. K Kt 3
64. R R 6	64. K B 2
65. P B 5	65. Kt Q 4
66. P Kt 4	66. P×P ch
67. P×P	67. Kt K 2
68. K B 4	68. Kt Q 4 ch
69. K K 5	69. Kt B 3

70. R checks and wins.

NOTES.

(*a*) As we have observed previously, we consider this to be quite as good, if not better, than the ordinary move, B Q 3, recommended by the books.

(*b*) The only move to save the Pawn, and, though it appears weak, the best that could have been adopted.

(*c*) The position here was both critical and difficult, and there was but one mode of maintaining the threatened Pawn.

(*d*) The game is now in favor of White. His adversary, on the previous move, should rather have taken the Bishop with his Queen or Rook. (See diagram, p. 88)

(*e*) It would have been imprudent to have won the exchange with Kt K 6, on account of Q × P and Kt B 6 ch.

(*f*) Well played; not only improving the position of the Queen, but altogether frustrating White's design of R × Kt, etc.

(*g*) Had Black played Kt R 2, the following singular variation would have ensued:

	31. Kt R 2
32. Q × R ch	32. Kt × Q

33. P × P, and must go on to Queen.

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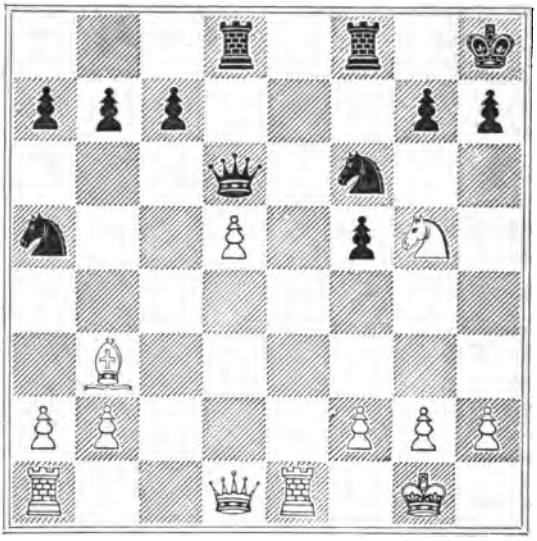

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(*h*) As Black has two passed Pawns as an equivalent for the loss of the exchange, great nicety of play was required on the part of White.

(*i*) K R 2, as in the variation below, would have been better. He could not interpose the Queen, for White would have exchanged Queens then placed his Rook at R 2, and gained both the Pawns. Let us suppose, then—

	38. K R 2
39. R K 7	39. Q Kt 8 ch
40. K R 2	40. Q Kt 3, with a position superior to the one actually acquired.

(*k*) A singular position, for Black cannot avoid the loss of his two passed Pawns. To facilitate examination, we append a diagram of it, and commend it to the student as a good study.

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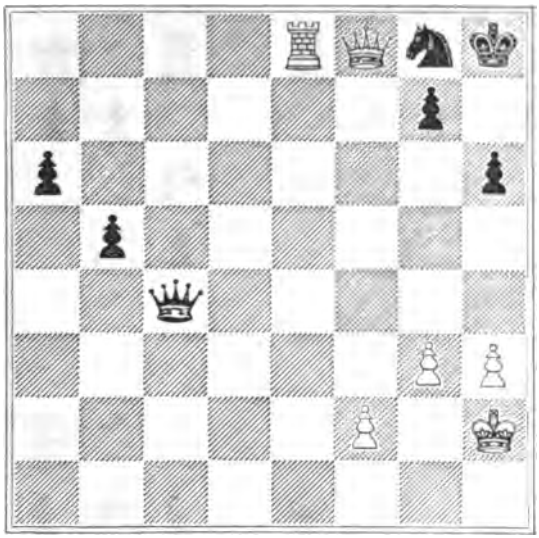

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GAME VI.—(SICILIAN OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Löwenthal.
1. P K 4	1. P Q B 4
2. P Q 4	2. P×P
3. Kt K B 3	3. Kt Q B 3
4. Kt×P	4. P K 4
5. Kt×Kt	5. Kt P×Kt
6. B Q B 4	6. Kt B 3
7. Castles	7. P Q 4 (*a*)
8. P×P	8. P×P

9. B Kt 5 ch	9. B Q 2
10. B×B ch	10. Q×B
11. R K	11. B Q 3
12. Kt B 3	12. P K 5 (*b*)
13. B Kt 5 (*c*)	13. Kt Kt 5
14. Q×P	14. B×P ch
15. K R	15. Q×Q
16. Kt×Q	16. Castles (*d*)
17. P K B 3	17. P×P
18. P×P	18. Kt K 4
19. R K 3	19. P B 3
20. K×B	20. Q R Q

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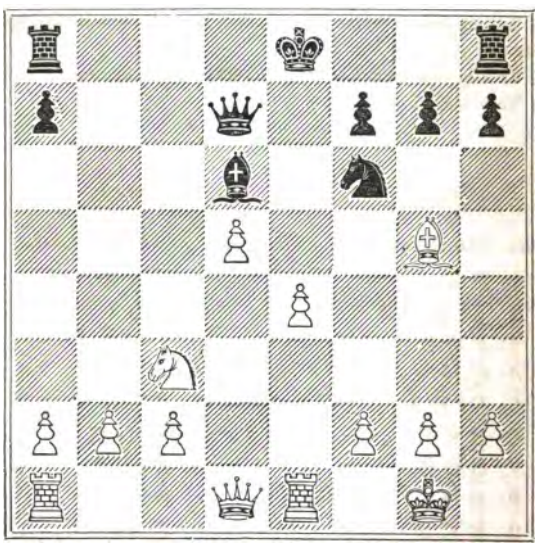

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21. R×Kt (*e*)	21. P×B
22. K Kt 3	22. P K R 3
23. P Q B 4	23. R B 2
24. Q R K	24. K B
25. P B 5	25. P Kt 3
26. P B 6	26. R Q B
27. P B 7	27. Q R×P
28. R K 8 ch	28. K Kt 2
29. Kt×R, and wins.	

NOTES.

(*a*) Played without due reflection; the loss of the Pawn ought otherwise to have been perceived.

(*b*) It would have been better to have played P Q 5.

(*c*) Taking correct advantage of Black's weak play in the opening. (See page 90.)

(*d*) This loses a piece, but the game was previously beyond recovery.

(*e*) Very well played.

GAME VII.—(PHILIDOR'S DEFENCE.)

White.—Mr. Löwenthal.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 3
3. P Q 4	3. P×P
4. Q×P	4. B K 3
5. Kt B 3	5. P Q R 3
6. B K 3	6. Kt Q B 3
7. Q Q 2	7. Kt B 3
8. R Q	8. B K 2
9. B K 2	9. Castles
10. Castles	10. P Q Kt 4

11. P Q R 3	11. Kt K 4
12. Kt Q 4	12. P Q B 4
13. Kt×B	13. P×Kt
14. P K B 4 (*a*)	14. Kt Kt 3
15. B B 3	15. R Q Kt
16. Q K 2	16. Q B 2
17. P K R 4 (*b*)	17. Kt×R P
18. B Kt 4	18. Kt×B
19. Q×Kt	19. Q B
20. P K Kt 3	20. Kt Kt 3
21. R B 2	21. R B 3
22. Q R K B	22. P Kt 5
23. P×P	23. P×P

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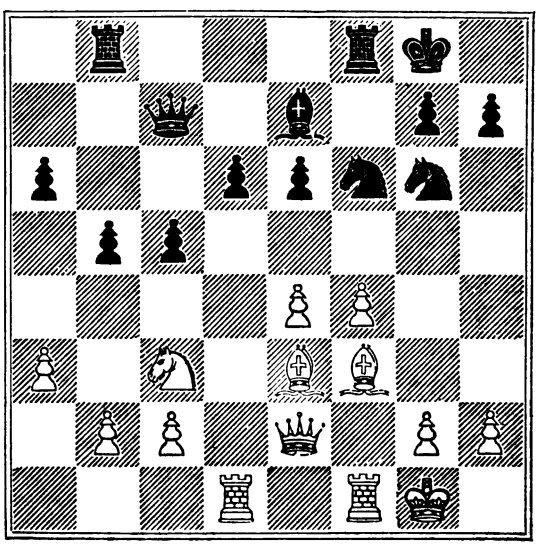

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24. Kt R 4 (*c*)	24. Q B 3
25. P Kt 3	25. Q×K P
26. B R 7	26. Q R K B
27. R K 2	27. Q Kt 2
28. B B 2	28. Kt×P and wins.

(*a*) White has now a well-opened game, and the position is in his favor.

(*b*) A blunder which at once changes the whole aspect of the game. The intention was to have thrown up the King's Knight's Pawn, which would have improved the position; but by some hallucination, the Rook's Pawn was advanced instead, and left *en prise*. We add a diagram of the position preivous to the error. (See page 92.)

(*c*) Another and fatal mistake, giving up a second Pawn, and placing the game beyond the pale of recovery.

GAME VIII.—(PHILIDOR'S DEFENCE.)

White.—Mr. Morphy.	*Black.*—Mr. Löwenthal.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 3
3. P Q 4	3. P×P
4. Q×P	4. B Q 2
5. B K 3	5. Kt K B 3
6. Kt B 3	6. B K 2
7. B Q B 4	7. Kt B 3
8. Q Q 2	8. Kt K 4
9. Kt×Kt	9. P×Kt
10. Castles K R	10. Castles
11. P B 4	11. B Q 3 (*a*)
12. P B 5 (*b*)	12. B B 3
13. Q K 2	13. P K R 3 (*c*)
14. Q R Q	14. Q K 2

15. B Q 5	15. B×B
16. Kt×B	16. Kt×Kt
17. R×Kt	17. P K B 3
18. Q Kt 4 (*d*)	18. P B 3
19. R Q 3	19. B B 4
20. Q Kt 3	20. Q R Q
21. K R Q	21. R×R
22. R×R	22. R Q
23. B×B (*e*)	23. Q×B ch
24. Q B 2	24. Q×Q ch
25. K×Q	25. R×R
26. P×R	26. P B 4 (*f*)
27. P K Kt 4	27. K B (*g*)
28. P Q R 4	28. P Q Kt 3
29. K Kt 3	29. K B 2
30. K R 4	30. K B
31. K R 5	31. K B 2
32. P Kt 3	32. K B
33. K Kt 6	33. K Kt
34. P R 3	34. K B
35. P R 4	35. K Kt
36. P Kt 5	36. R P×P
37. P×P	37. P×P
38. K×P	38. K B 2
39. K R 4	39. K K 2
40. K Kt 4	40. K B 3
41. K R 5	41. P R 3
42. K R 4	42. P Kt 3
43. P R 5	43. P×R P
44. P×P	44. K×P
45. K Kt 4	45. P R 5 (*h*)
46. P×P	46. P R 4

47. K B 3	47. K B 3
48. K B 2	48. K B 2
49. K Kt 3	49. K Kt 2 (*i*)
50. K B 2	50. K B 3
51. K Kt (*k*)	51. K Kt 4
52. K Kt 2	52. K B 5
53. K B 2	53. P B 5
54. P×P	54. K×P
55. K K 2	55. K Q 5
56. K B 3	56. K×P
57. K K 4	57. K Kt 5
58. K×P	58. K×P
59. K Q 4	59. K Kt 5, and wins.

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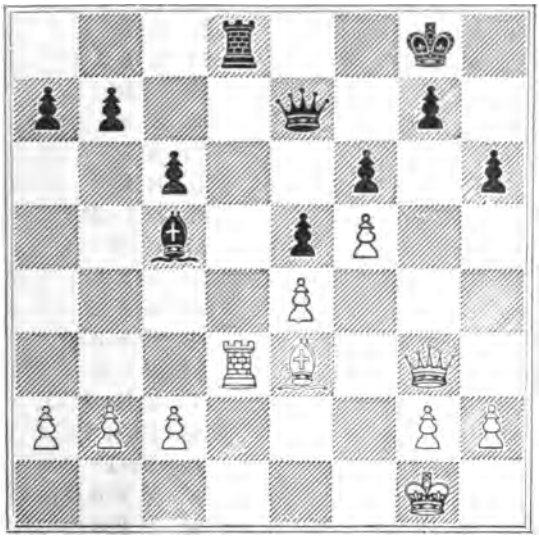

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NOTES.

(*a*) It would have been better to have taken the Pawn.

(*b*) This cramped Black's position excessively.

(*c*) Taking P with either Kt or B would have been highly injudicious.

(*d*) Mr. Morphy thinks that this was premature, and that K R, as it would have prevented the exchange of Bishops, would have given him a strong game.

(*e*) If White had taken the Rook, thinking to win the piece, Black, as will be gathered from the diagram on the preceding page, would have gained an advantage as follows :

23. R × R ch	23. Q × R
24. B × B	24. Q Q 8 ch
25. K B 2	25. Q × P ch,

recovering the piece, with a better game.

(*f*) This was the correct move.

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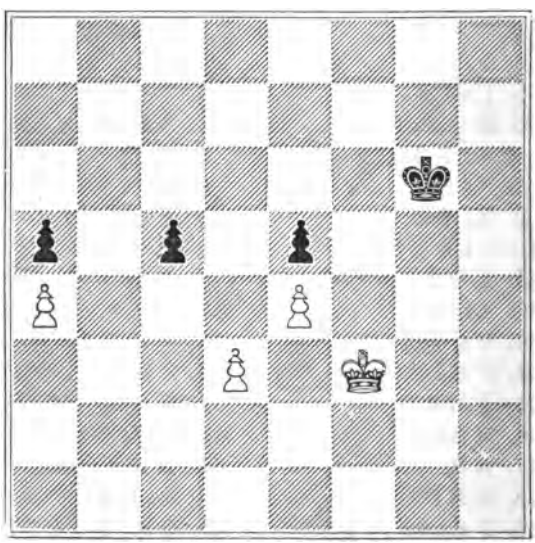

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(*g*) The position here for Black was one of much difficulty, and required no little care and accuracy. The loss of a move would have been fatal.

(*h*) The proper mode of retaining the opposition.

(*i*) Great nicety of play was required here also, and had the King been played elsewhere, the game would have been lost.

(*k*) This loses the game.

The end game forming an instructive study, we add a diagram showing the position after White's 47th move. (See page 96.)

GAME IX.—(RUY LOPEZ KNIGHT'S GAME.)

White.—Mr. Löwenthal.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B Kt 5	3. B B 4 (*a*)
4. P B 3	4. Q K 2
5. Castles	5. P B 3 (*b*)
6. P Q 4	6. B Kt 3
7. Kt R 3	7. Kt Q
8. Kt B 4	8. Kt B 2
9. Kt K 3	9. P B 3
10. Kt B 5	10. Q B
11. B Q 3	11. P Kt 3
12. Kt Kt 3	12. P Q 3
13. P Q R 4	13. B Kt 5
14. P R 5	14. B B 2
15. P R 3	15. B Q 2
16. Q Kt 3	16. Kt Q
17. R K	17. B K 3
18. Q B 2	18. Kt K 2
19. P Kt 4	19. Q Kt 2

20. P B 4	20. Kt B 2
21. B K 3	21. Castles K R
22. P Q 5	22. B Q 2
23. Q R Q	23. K R
24. K R	24. P×P
25. K P×P (*c*)	25. P B 4
26. B Q B (*d*)	26. Q R K
27. B Kt 2 (*e*)	27. Kt Kt
28. Q B 3	28. Kt B 3
29. B Kt	29. R K Kt
30. R Q 2	30. Q R 3
31. Kt R 2	31. P B 5
32. Kt K 4	32. Kt×Kt
33. B×Kt	33. P K Kt 4
34. P B 3	34. Q R 5
35. R K B	35. Kt R 3
36. R K 2	36. Kt B 4
37. B×Kt	37. B×B
38. P B 5	38. Q R 3
39. K R K (*f*)	39. K R B (*g*)
40. P Kt 5	40. Q R B
41. Q R 3 (*h*)	41. K Kt
42. P Kt 6	42. R P×P
43. B P×R P	43. B Q
44. R Q B (*i*)	44. R×R ch
45. B×R	45. Q Kt 3
46. Q Kt 4	46. B Q 6
47. R K	47. B K 2
48. B Kt 2	48. R K
49. Kt Kt 4	49. P R 4
50. Kt B 2	50. P Kt 5
51. Q B 3	51. B B 4

52. B P×P	52. P×P
53. P×P	53. B×P
54. Kt×B	54. Q×Kt
55. R Q B	55. K B 2
56. Q K R 3 (*k*)	56. Q×Q ch
57. P×Q	57. P B 6
58. R B (*l*)	58. P K 5
59. B Q 4	59. B B 3
60. B K 3	60. R Q R
61. B Q 2	61. B Q 5
62. P R 4	62. K Kt 3
63. K R 2	63. R K B
64. K Kt 3	64. P B 7
65. K Kt 2	65. P K 6
66. B K	66. K R 4
67. K Kt 3	67. P×B Q ch, and wins.

NOTES

(*a*) This line of defence is decidedly inferior to either that of Kt K B 3 or P Q R 3, for it allows the first player to throw up at once his Q B P, attack the Bishop, and establish his Pawns securely in the centre of the board; but we believe Mr. Morphy was anxious to test the merit of Mr. Boden's defence of P B 3 on his fifth move, and thus it was that he adopted this form of play.

(*b*) This move, lately adopted at the suggestion of Mr. Boden, seems to us only to give the second player a more cramped position than any other defence, and we cannot, therefore, recommend it.

(*c*) Better than taking with B P, as Black might then have advantageously replied Q R Q B.

(*d*) This was the correct move, it effectually checked the threatened advance of the King's Pawn.

e) This Bishop now occupies a most commanding diagonal.

(*f*) With a view of taking off the Queen's Pawn and then sacrificing the Rook.

634158 A

(*g*) Aiming at the release of the King from a position where he was so thoroughly commanded.

(*h*) This position, of which we give a diagram on account of its interest, was closely examined by some of the best analysts in the metropolis, who came to the conclusion that White should have played P Q B 6 at this juncture. The main variations we extract from the *Sunday Times*, and the whole analysis clearly shows that White would have had a won game by so playing, *e. g.* :

41. P B 6	41. P × P (best)
42. Q P × P	42. R Q Kt or A
43. Q Kt 4	43. Q K 3
44. R Q 2	44. K R Q

45. B Q 4, and Black has no means whatever of checking the advance of the Pawns, which must therefore win.

(A)

	42. Q K 3 *
43. P Kt 6	43. P × P
44. P × P	44. B × P
45. R × P	45. P × R
46. R × P	46. Q B 3
47. Q Kt 3 †	47. R × P (best)
48. R × B	48. R B 8 ch (best)
49. B × R	49. Q × R
50. B Kt 2 ch	50. R B 3
51. Q × B	51. Q Kt 8 ch
52. Kt B	52. Q × Kt ch

53. K R 2, and wins.

(*i*) White had so fine a game, through the advanced position of the two Pawns, that, with ordinary care and judgment, he ought to have made the victory his own. The move in the text is weak. P R 6 would have been far more effective and caused Black much embarrassment, thus :

44. P R 6	44. B × P or A

---

* Q B 3 would lead to no better result.

† R × B would be inferior, e. g. :

47. R × B	47. Q × Q
48. B × Q ch	48. K Kt
49. R × P ch	49. K B 2
50. Kt Kt 4 or B	50. R × P
51. Kt K 5 ch	51. K B 3, with a good game.

(B)

50. R Kt 7 ch	50. K K 3

45. P × P
46. Q R 6
47. B R 3, with a fine game.

45. R Q Kt
46. B Q 5 (best) *

(A)

44. P × P
45. P Kt 7
46. Q × P, with an excellent position.

45. R Kt

(*k*) A grievous error. Had the exchange of Queens been challenged at K B 3, White's position would have been far the better of the two.

(*l*) The position again is one of much interest, and was regarded by the lookers-on with the utmost attention. It was considered by some good judges of the game, that if P R 6 had been played here, White would still have been able to maintain the advantage, and this was contended so strongly that Messrs. Brien and Zytogorski were induced to give the matter more attention than perhaps it deserved. The result, however, was the able analysis that appeared in *Bell's Life*, which clearly disproved the soundness of the opinion advanced. (See diagram, page 102.)

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51. R × P
52. R R 6 ch

51. R K B 2
52. K Q 4, with the better game.

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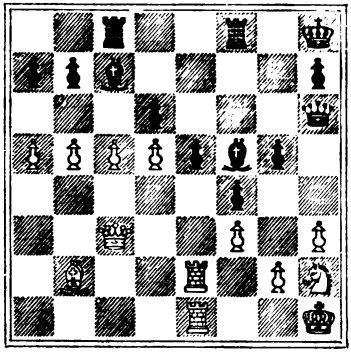

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If 46. B B 4 or Q,

47. R × P, &c.

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GAME X.—(FRENCH OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Löwenthal.
1. P K 4	1. P K 3
2. P Q 4	2. P Q 4
3. P×P	3. P×P
4. Kt K B 3	4. Kt K B 3
5. B Q 3	5. B Q 3
6. Castles	6. Castles
7. Kt B 3	7. P B 3 (*a*)
8. B K Kt 5	8. P K R 3

9. B R 4	9. B K Kt 5
10. P K R 3	10. B×Kt
11. Q×B	11. Q Kt Q 2
12. B B 5	12. Q B 2
13. Q R K	13. Q R K
14. R K 3	14. B B 5
15. R K 2	15. R×R
16. Kt×R	16. B Q 3
17. B×Q Kt	17. Kt×B
18. Kt Kt 3 (*b*)	18. R K (*c*)
19. Kt B 5	19. Kt B
20. B Kt 3 (*d*)	20. B×B
21. P×B	21. R K 5
22. P B 3	22. Kt R 2
23. P K R 4	23. P K R 4 (*e*)
24. P B 4 (*f*)	24. Kt B 3 (*g*)
25. Kt×P	25. Kt Kt 5
26. Kt×P	26. R×P
27. Kt B 6 ch	27. Kt×Kt
28. Q×Kt	28. R×P (*h*)
29. R B 5	29. R K Kt 5
30. R K 5	30. Q B
31. R K 7	31. Q B
32. Q K 5	32. Q Kt 2 (*i*)
33. R K 8 ch	33. K R 2
34. Q R 5 ch and wins.	

NOTES.

(*a*) Authors generally recommend P K R 3, but no disadvantage seems attendant on the move adopted in the text.

(*b*) A good conception. The object of it was to plant the Kt B 5 where it promised to hold a strong position.

(*c*) Black dare not venture to gain the Bishop by P Kt 4, on account of White playing Kt B 5. The move chosen was a good one, as it gave the Rook a free range.

(*d*) This was well played. The position here is given in a diagram.

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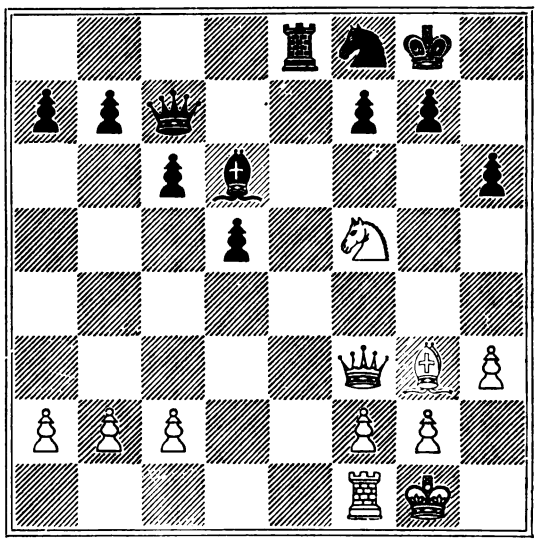

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(*e*) A weak move.

(*f*) This gives White the advantage, and was a strong reply.

(*g*) A sad and unaccountable blunder, losing at once a Pawn and the game.

(*h*) R Kt 5 would perhaps have been better, but the game was altogether beyond recovery.

(*i*) Had Black played R K 5, White must have won through his Pawns.

GAME XI.—(SICILIAN OPENING.)

White.—Mr. Löwenthal.	*Black.*—Mr. Morphy.
1. P K 4	1. P Q B 4 (*a*)
2. Kt K B 3	2. P K 3
3. P Q 4	3. P×P
4. Kt×P (*b*)	4. Kt Q B 3
5. Kt Kt 5	5. P Q R 3
6. Kt Q 6 ch	6. B×Kt
7. Q×B	7. Q K 2
8. Q Kt 3 (*c*)	8. Kt B 3
9. Kt B 3	9. P Q 4 (*d*)
10. P K 5	10. Kt K R 4
11. Q B 3	11. P K Kt 3
12. P K Kt 4	12. Kt×P (*e*)
13. Q K 2	13. Kt×P (*f*)
14. Q×Kt	14. P K 4
15. Q R 4 ch	15. B Q 2
16. Q Kt 3	16. P Q 5
17. Q×Kt P	17. Castles
18. Kt Q 5	18. Q Q 3
19. B Kt 2 (*g*)	19. P K 5
20. P Q B 4	20. P B 4
21. Q Kt 4	21. Q K 4
22. Q K 7	22. B K 3
23. Q Q B 7	23. Q Kt 2
24. Q×Q ch	24. Kt×Q
25. Kt Kt 6 (*h*)	25. Q R Kt
26. P B 5	26. Kt R 4
27. P Kt 4	27. K B 2
28. Castles	28. P Kt 4
29. R Q	29. K R Q (*i*)

30. B×Kt P	30. R K Kt
31. P K R 4	31. R K Kt 3
32. R×P	32. Q R Kt
33. Kt Q 7	33. R×B
34. P×R	34. R×P
35. K R 2	35. Kt B 5
36. B B	36. R R 4 ch
37. K Kt 3	37. Kt Q 4
38. P B 4	38. P×P en pas.
39. Kt K 5 ch	39. K B 3
40. Kt×P	40. R R 3
41. R K	41. R Kt 3 ch

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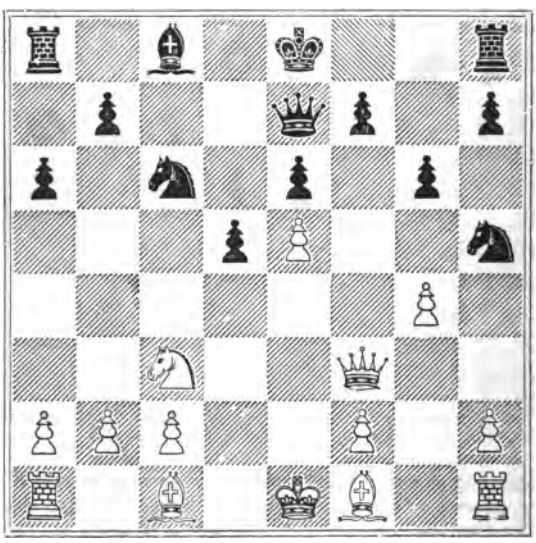

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42. K B 2	42. Kt B 6
43. B Q 3	43. B Q 4
44. B×P	44. R Kt 2
45. R K B 4	45. B×Kt
46. R×B, and wins.	

NOTES.

(*a*) With those partial to close openings, this was some short time ago a very favored defence, mainly owing to a statement in Staunton's

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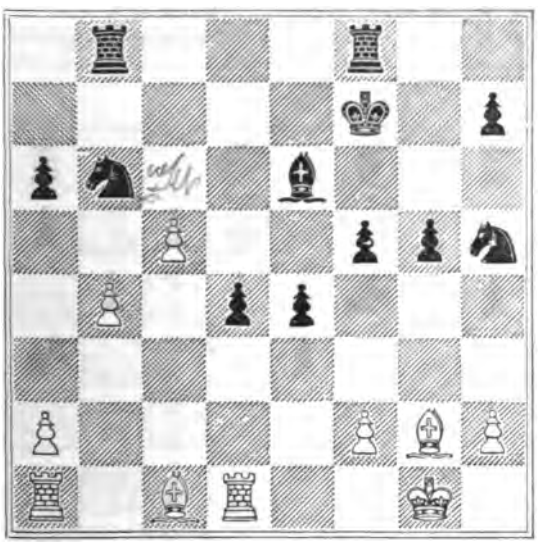

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Handbook that it was the *best* reply to the opening move P K 4. A defence, however, of the author's, which he successfully adopted against both Andersen and Staunton, fully exposed the fallacy of the assertion, and the move is now out of vogue.

(*b*) A full analysis of this move will be found in the report of the British Chess Association for 1857.

(*c*) This is the correct move here.

(*d*) Mr. Morphy has pointed out to us that he ought rather to have played this Pawn but one step.

(*e*) This was a hazardous sacrifice, but Mr. Morphy preferred making it rather than incur the cramped game that he would have had if he had retreated the Kt Kt 2. We give a diagram of the position after White's twelfth move. (See p. 106.)

(*f*) As the piece was irretrievebly lost, Mr. Morphy chose the wisest course in capturing the second Pawn.

(*g*) This was the proper move.

(*h*) Better than playing to Q B 7.

(*i*) Mr. Morphy thinks that P Q 6 would have been the correct play, but to that move we believe P B 3 would have furnished a satisfactory reply. We give a diagram. (See p. 107.)

GAME XII.—(FRENCH OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Löwenthal.
1. P K 4	1. P K 3
2. P Q 4	2. P Q 4
3. P×P	3. P×P
4. Kt K B 3	4. Kt K B 3
5. B Q 3	5. B K 3 (*a*)
6. Castles	6. B Q 3
7. Kt B 3	7. P Q B 3
8. Kt K 5 (*b*)	8. Q Kt 3
9. B K 3	9. Q Kt Q 2
10. P B 4 (*c*)	10. B×Kt
11. B P×B	11. Kt Kt 5 (*d*)
12. Q Q 2	12. Kt×B
13. Q×Kt	13. Q×Kt P

14. Kt K 2	14. Q R 6
15. Kt B 4	15. Q K 2
16. Q R Kt	16. Castles Q R
17. B K 2	17. Kt Kt 3
18. Q Q Kt 3	18. R Q 2
19. Kt Q 3	19. Kt B 5
20. Kt B 5 (*e*)	20. R B 2
21. Q R 4 (*f*)	21. P Q Kt 3
22. B×Kt	22. P×Kt (*g*)
23. B R 6 ch	23. K Q 2
24. B Kt 7	24. R Q (*h*)
25. B×P ch and wins.	

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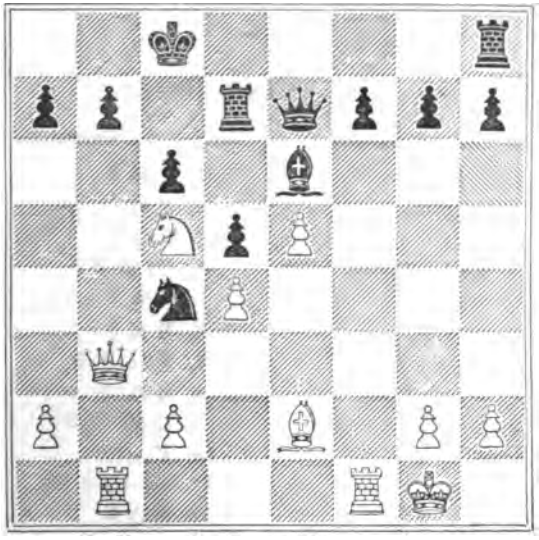

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NOTES.

(*a*) Weak play. Bringing out the K B is decidedly better.

(*b*) Gaining a good position.

(*c*) In Mr. Morphy's hands this move seems always productive of immediate advantage.

(*d*) Taking K P with Kt would have availed nothing, as White would have played Kt R 4, attacking the Queen.

(*e*) This was well played, as will be seen from a study of the diagram subjoined. (See p. 109.)

(*f*) Mr. Morphy subsequently observed that taking Kt with Bishop, when he played this move, would have been much stronger, as then Black could not have advanced the Pawn to Q Kt 3.

(*g*) If the Bishop had been captured, White might have replied with R × Q Kt P—a winning move.

(*h*) A blunder, of which Mr. Morphy at once takes the fullest advantage.

GAME XIII.—(PETROFF'S DEFENCE.)

White.—Mr. Löwenthal.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt K B 3
3. Kt×P	3. P Q 3
4. Kt K B 3	4. Kt×P
5. P Q 4	5. P Q 4
6. B Q 3	6. B K 2
7. Castles	7. Kt Q B 3
8. P B 4	8. B K 3
9. P×P	9. B×P
10. Kt B 3	10. Kt×Kt
11. P×Kt	11. Castles
12. B K B 4	12. B Q 3
13. B×B	13. Q×B

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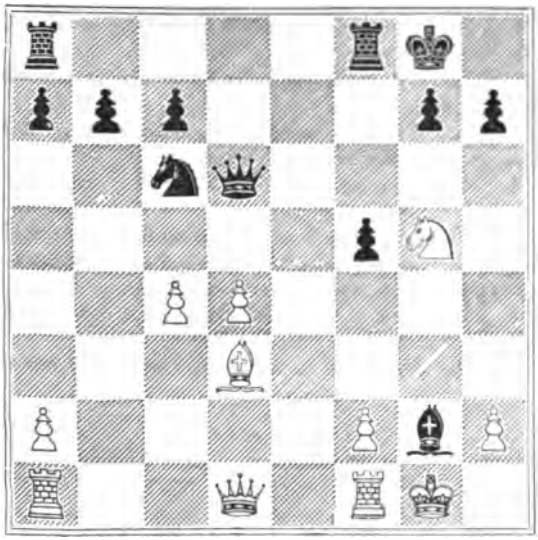

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14. Kt Kt 5	14. P B 4 (*a*)
15. P Q B 4	15. B×Kt P (*b*)
16. K×B	16. Q Kt 3
17. P B 4	17. P K R 3
18. P Q 5	18. Kt Q
19. P K R 4	19. P×Kt
20. R P×P	20. Kt B 2
21. Q B 3 (*c*)	21. Kt R 3 (*d*)
22. Q Kt 3	22. Kt B 2
23. P B 5	23. Q R Q
24. B B 4	24. P Kt 4 (*e*)
25. B Kt 3	25. P R 4
26. Q R K	26. K R K

27. R K 6 (*f*)	27. R×R
28. P×R	28. P R 5
29. P×Kt ch	29. K B
30. R Q	30. R×R
31. B×R	31. Q B 3 ch (*g*)
32. B B 3	32. Q×P
33. P Kt 6	33. Q Q 3
34. Q Kt 5	34. Q Q 7 ch
35. K R 3	35. Q Q 6
36. Q R 5 (*h*)	36. K K 2
37. Q R 4 ch	37. K Q 2
38. K Kt 3	38. Q Q 3
39. Q R 8 (*i*)	39. Q×P ch

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WHITE.

40. K B 2	40. Q×P
41. P R 3	41. Q K 2
42. K Kt 3	42. Q K 8 ch
43. K Kt 2	43. Q Q 7 ch
44. K Kt 3	44. Q K 8 ch, and the

game was abandoned as drawn.

NOTES.

(*a*) Correctly played.

(*b*) Black had no better move; for if he had retreated the Bishop to B 2, White might have replied with P Q 5; the Knight then would have been forced to K 2, whereupon would have followed R K, and White would have had a good position. The diagram will aid the student to examine this. (See p. 111.)

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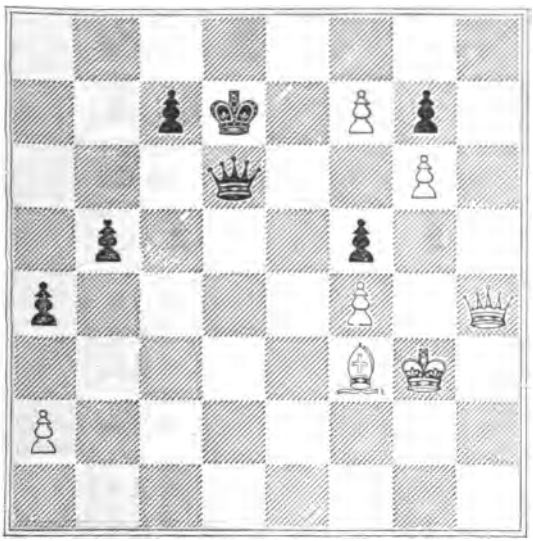

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(*c*) Improving his game yet further.

(*d*) A lost move.

(*e*) P Kt 3 would perhaps have been better.

(*f*) This wins a piece, as will be seen on an examination of the position given on p. 112.

(*g*) It would have been safer to have taken the Pawn.

(*h*) K Kt 3 seems preferable.

(*i*) A vexatious and extraordinary oversight, that throws away an easily won game. (See diagram, p. 113.)

GAME XIV.—(RUY LOPEZ KNIGHT'S GAME.)

White.—Mr. Morphy.	*Black.*—Mr. Löwenthal.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B Kt 5	3. P Q R 3
4. B R 4	4. Kt B 3
5. P Q 4	5. P×P
6. P K 5	6. Kt K 5
7. Castles (*a*)	7. Kt B 4
8. B×Kt	8. Q P×B
9. Kt×P	9. Kt K 3
10. Kt×Kt	10. B×Kt
11. Q K 2	11. B Q B 4
12. Kt B 3	12. Q K 2 (*b*)
13. Kt K 4	13. P R 3
14. B K 3	14. B×B
15. Q×B	15. B B 4
16. Kt Kt 3	16. B×P (*c*)
17. P B 4 (*d*)	17. P K Kt 3
18. P K 6 (*e*)	18. B B 4

19. Kt×B	19. P×Kt
20. P×P ch	20. K×P
21. Q K R 3	21. Q B 3
22. Q R K	22. K R K
23. R K 5 (*f*)	23. K Kt 3
24. K R K	24. R×R
25. R×R	25. R Q
26. Q Kt 3 ch	26. K R 2
27. P K R 3	27. R Q 2
28. Q K 3	28. P Kt 3
29. K R 2	29. P B 4
30. Q K 2	30. Q Kt 3
31. R K 6	31. Q Kt 2
32. Q R 5	32. R Q 4
33. P Q Kt 3	33. P Kt 4 (*g*)
34. R×R P	34. R Q 3
35. Q×B P ch	35. Q Kt 3
36. Q×Q ch	36. K×Q
37. R R 5	37. R Kt 3 (*h*)
38. P K Kt 4	38. P B 3
39. K Kt 3	39. P R 4
40. R R 7	40. P×P
41. P×P	41. K B 3
42. P B 5	42. K K 4
43. R K 7 ch	43. K Q 3
44. P B 6	44. R Kt
45. P Kt 5	45. R K B
46. K B 4	46. P B 5
47. P×P	47. P×P
48. K B 5	48. P B 6
49. R K 3, and wins.	

NOTES.

(*a*) If Q K 2, Black's reply would have been Kt B 4.

(*b*) The second player has now quite as eligible a game as usually results when he is defending himself against the Ruy Lopez attack.

(*c*) This may be termed the cause of all subsequent embarrassment, and Mr. Löwenthal should have reflected that the sacrifice of the Pawn would not have been offered, save on valid grounds.

(*d*) Every advantage is taken of the opponent's weak play.

(*e*) An admirable move, threatening to win a piece by Q Q B 3, and at the same time so improving his position as to make the game in a manner his own. As the position is one of interest we represent it on a diagram.

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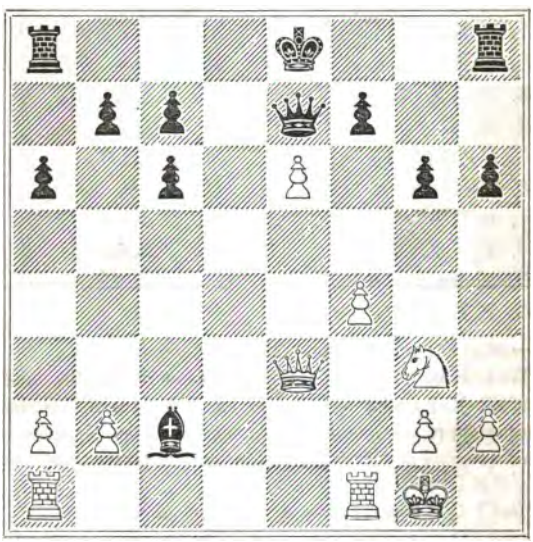

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(*f*) This is again well played, for if the Rooks were exchanged his antagonist's game would be compromised, as follows:

	23. R × R
24. P × P.	24. Q × P

25. R × P ch, and the Black Queen is lost.

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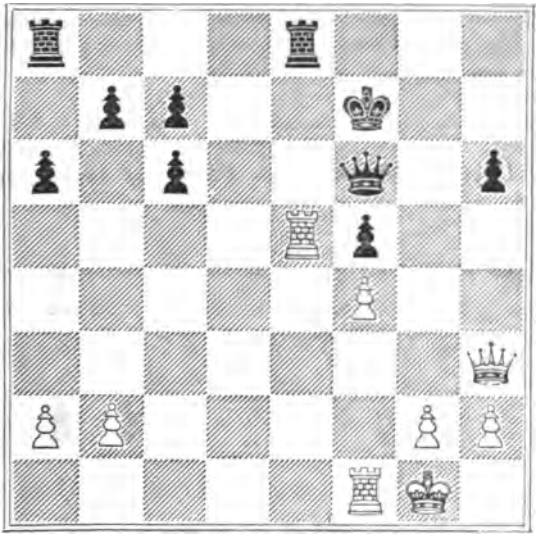

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The position of the forces after White's 23d move.

(*g*) The sacrifice of the two Pawns could not be considered and the position of Black altogether so embarrassing, that successful extrication from it seems out of the question. The apparently feasible move of Q K B would have had no more beneficial result; the answer thereto would have been P K Kt 4.

(*h*) Here P Q B 3 would have been a better move.

MATCH BETWEEN MR. MORPHY AND MR. MONGREDIEN.

This match was played at the Hotel du Louvre, in Paris. It was commenced on the 26th February, and ended early in March, 1859. The winner of the first seven games was to be the victor; and the final score stood thus: Morphy 7, Mongredien 0, drawn 1. It may be as well to state that Mr. Mongredien is President of the London Chess Club; the match would have been played in England if Mr. Morphy could have made it convenient to do so. As however this would have broken through Mr. Morphy's other engagements, Mr. Mongredien followed the distinguished American to France, where the combatants met.

GAME I.—(DOUBLE GAMBIT.)

White.—Mr. Mongredien.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. B B 4	2. B B 4

3. P Q Kt 4 (*a*)	3. B×P
4. P K B 4	4. P Q 4
5. P×Q P	5. P K 5
6. Kt K 2	6. Kt K B 3
7. P B 3	7. B Q B 4
8. P Q 4	8. P×P en passant
9. Q×P	9. Castles
10. B R 3 (*b*)	10. B×B
11. Kt×B	11. B Kt 5
12. Castles (*c*)	12. B×Kt
13. Q×B	13. Kt×P
14. Q B 3 (*d*)	14. P Q B 3
15. Q R Kt	15. Q K 2 (*e*)
16. B×Kt	16. P×B
17. P B 4	17. P×P
18. R×P	18. Kt Q 2
19. K R	19. K R K
20. Kt×P	20. Q K 3
21. Kt K 5 (*f*)	21. Kt×Kt
22. P×Kt	22. R K B
23. Q Q Kt 3	23. Q×Q
24. P×Q	24. Q R Kt
25. R×R P (*g*)	25. R×P and the game

was abandoned as drawn.

NOTES.

(*a*) This bold move generally leads to very interesting positions.

(*b*) Well played. It was the best way of getting rid of the adverse Bishop, and enabling himself to castle on the King's side.

(*c*) The wisest course Mr. Mongredien could have chosen; for had

he deferred castling, he would have been subjected to an immediate and embarrassing attack on Black's moving Rook to King's square.

(*d*) Again a well-played move.

(*e*) If the Queen had been played instead to her Rook's 4th, White could first of all have taken off the Knight with his Bishop, and then posted the Rook at Knight's 3d.

Position of the forces after White's 17th move.

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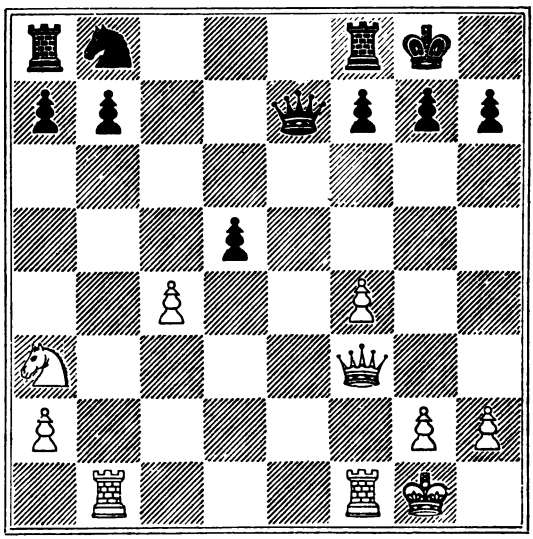

WHITE.

(*f*) Played throughout with much judgment.

(*g*) The exchange of Rooks would have been an unwise measure, as White subsequently would have lost a Pawn.

GAME II.—(EVANS' GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Mongredien.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B B 4
6. Castles	6. P Q 3
7. P Q 4	7. P×P
8. P×P	8. B Kt 3
9. B Kt 2	9. Kt B 3
10. Q Kt Q 2	10. Castles (*a*)
11. P Q 5	11. Kt K 4 (*b*)
12. Kt×Kt	12. P×Kt
13. B×P	13. R K
14. B×Kt	14. Q×B
15. K R	15. B R 4 (*c*)
16. Q R 4	16. P Q Kt 4
17. Q×P	17. B R 3
18. Q×K B	18. B×B
19. Kt×B	19. R×P
20. Q×B P	20. Q R K
21. Kt Q 6 (*d*)	21. Q×R (*e*)
22. Q×P ch and wins.	

NOTES.

(*a*) The move in general favor here is B K Kt 5.

(*b*) This sacrifices a Pawn without gaining an equivalent in position. Kt Q R 4 is the proper move.

(*c*) As this loses a clear piece, it was no doubt an oversight.

(*d*) Securing an easy victory.

(*e*) The game might have been prolonged by Q K 2, but its ultimate loss was totally unavoidable.

GAME III.—(IRREGULAR OPENING.)

White.—Mr. Mongredien.	*Black.*—Mr. Morphy.
1. P Q 4	1. P K 3
2. P Q B 4	2. P K B 4
3. P B 4	3. Kt K B 3
4. Kt K B 3	4. P Q Kt 3
5. P Q R 3	5. P Q R 4
6. Kt B 3	6. B Kt 2
7. P K 3	7. B K 2
8. B K 2	8. Castles
9. Castles	9. P R 3
10. P Q Kt 3	10. P Q 3
11. B Kt 2	11. Q Kt Q 2
12. R Q B	12. K R 2
13. B Q 3	13. P Kt 3
14. P R 3	14. Q K
15. Q K	15. Kt K 5 (*a*)
16. B×Kt (*b*)	16. P×B
17. Kt Q 2	17. Kt B 3
18. K R 2	18. Q Q 2
19. R K Kt	19. P Q 4
20. R B 2	20. P K Kt 4
21. Kt B	21. P×K B P
22. P×B P	22. B Q 3
23. P Kt 3	23. P B 3
24. Kt K 3	24. R K Kt
25. Q R Kt 2	25. Q R K B
26. Kt K 2	26. B B
27. P K Kt 4 (*c*)	27. Q Q B 2
28. R B 2	28. Kt K
29. Q K B	29. R B 2

30. K R	30. K R B
31. Kt Kt 2	31. B R 3
32. Q Q B (*d*)	32. Q K 2
33. Kt Kt 3	33. Kt Kt 2
34. R K	34. P B 4
35. Kt K 2	35. B Kt 2
36. P×Q P	36. K P×P
37. P B 5	37. Kt K 3
38. K Kt B 4	38. Kt×Kt
39. Kt×Kt	39. R Q B
40. Q K 3	40. P×P
41. B×P	41. B×P
42. B×P (*e*)	42. B Kt 5
43. R Q	43. R B 6 (*f*)
44. Q Q 4	44. Q R 5
45. R K Kt	45. R Kt 2
46. Q K 5	46. R K 2
47. Q Q 4	47. B Q 3 (*g*)
48. Q×R	48. P Q 5
49. Q×Q P	49. B×Kt
50. K Kt 2	50. P K 6, discovering

check and winning.

NOTES.

(*a*) The game up to this point has been opened with great care by both parties; and, as is generally the case in close openings, without exciting any great amount of interest. Now, however, we are presented with positions of both a pleasing and difficult character.

(*b*) Better, we believe, than P Q 5; as in reply to that move Black would have played Q Kt Q B 4, forcing the K B to retreat, and then after the exchange of Knights have won a Pawn.

(*c*) A provision against the threatened advance of the adversary's King's Pawn; it weakens, however, the K B P, which immediately becomes the aim of Black's attack.

(*d*) A good move, as it defends the Pawn of both the Bishops.

(*e*) Mr. Mongredien observed that he lost here a fine opportunity of gaining an advantage; and there can be small question that if Kt K 6th had been selected in place of the text move, Mr. Morphy's defence would have been rendered one of much difficulty.

(*f*) An examination of the diagram will show how admirably every advantage is taken of Mr. Mongredien's error.

BLACK.

WHITE.

(*g*) The winning move.

GAME IV.—(TWO KNIGHTS' OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Mongredien.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. Kt B 3

4. Kt Kt 5	4. P Q 4
5. P×P	5. Kt Q R 4
6. P Q 3 (*a*)	6. P K R 3
7. Kt K B 3	7. B K Kt 5 (*b*)
8. P K R 3	8. B×Kt
9. Q×B	9. B Q 3 (*c*)
10. B Kt 5 ch	10. P B 3
11. P×P	11. P×P
12. B×P ch	12. Kt×B
13. Q×Kt ch	13. K K 2
14. Kt B 3	14. R Q B
15. Q B 3	15. R K
16. Castles	16. K B
17. B Q 2	17. P K Kt 4 (*d*)
18. P K R 4	18. Kt R 2
19. Q B 5	19. K Kt 2
20. P×P	20. P×P
21. P K Kt 3	21. P K B 3
22. K Kt 2	22. R K R
23. R K R	23. R B 2
24. R R 2	24. Q Q B
25. Q×Q	25. K R×Q
26. Q R R	26. Kt B
27. Kt Kt 5	27. R Q 2
28. Kt×B	28. R×Kt
29. B Kt 4, and wins.	

NOTES.

(*a*) This move, though given by Heydebrand, we consider to be inferior to that of B Kt 5 ch.

(*b*) P K 5 leads to a strong attack, and makes the defence difficult.

(*c*) Bad. P K 5 should have been played instead.

(*d*) Exposing the King forthwith to a most formidable attack.

GAME V.—(KING'S GAMBIT.)

White.—Mr. Mongredien.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. B B 4	3. P Q 4
4. B×P	4. Kt K B 3
5. P Q 3 (*a*)	5. Kt×B
6. P×Kt	6. Q×P
7. Q K 2 ch	7. B K 3
8. B×P	8. Kt B 3
9. Kt K B 3	9. Castles
10. Kt B 3	10. B Q Kt 5
11. Castles K R	11. Q K R 4
12. P Q R 3 (*b*)	12. B B 4 ch
13. K R	13. B K Kt 5
14. Q Q 2	14. K R K
15. Q R K	15 B×Kt
16. R×B	16. R×R ch
17. Q×R	17. Kt Q 5
18. R K B (*c*)	18. Kt×P
19. Q B	19. Kt Q 5
20. P Q Kt 4 (*d*)	20. B Q 3
21. B×B	21. R×B
22. Q K 3	22. Kt B 4
23. Q B 3	23. Q×Q
24. R×Q	24. R Q B 3
25. Kt K 2 (*e*)	25. Kt Q 5, and wins.

NOTES.

(*a*) Kt K B 3 would, we think, have been more advisable.

(*b*) This loses important time; the correct play was Kt K 5th.

(*c*) Had White played R R 3, Black would have replied with Q K B 4, &c.

(*d*) B×P would have regained the Pawn.

(*e*) Altogether fatal.

GAME VI.—(IRREGULAR OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Mongredien.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 4 (*a*)
3. P×P (*b*)	3. P K 5
4. Q K 2	4. Q K 2
5. Kt Q 4	5. Q K 4 (*c*)
6. Kt Kt 5	6. B Q 3
7. P Q 4	7. Q K 2 (*d*)
8. P Q B 4 (*e*)	8. B Kt 5 ch
9. B Q 2	9. B×B ch
10. Kt×B	10. P Q R 3
11. Kt Q B 3 (*f*)	11. P K B 4
12. Castles	12. Kt K B 3
13. R K	13. Castles
14. P K B 3	14. P Q Kt 4
15. P×K P	15. P×K P
16. Q Kt×K P	16. P×P
17. Q×P	17. K R (*g*)
18. B Q 3	18. B Kt 2
19. Kt×Kt	19. Q×Kt
20. K R B (*h*)	20. Q Q
21. R×R ch	21. Q×R
22. Qt Kt 4, and wins.	

NOTES.

(*a*) A line of defence that we are not at all prepared to recommend; it gives White the better game at once.

(*b*) Correctly played. Taking the Pawn with Knight is inferior.

(*c*) We should have preferred Kt K B 3.

(*d*) If the Pawn had been taken *en passant*, White would have exchanged Queens and remained with a Pawn ahead; and it was prudent to decline the capture of the Pawn at Queen's 5th with Queen, as White would have gained a fine attack with P Q B 4.

(*e*) White has now a Pawn ahead and a safe position.

(*f*) If P Q 6th, the following variation of interest would probably have occurred:

11. P Q 6	11. P × P (best)
12. Kt × K P	12. P × Kt
13. Kt × P ch	13. K Q
14. Q × Q ch	14. Kt × Q (best)
15. Kt × B P ch	15. K K

16. Kt × R, &c. The diagram shows the position at the point en this variation might have been played.

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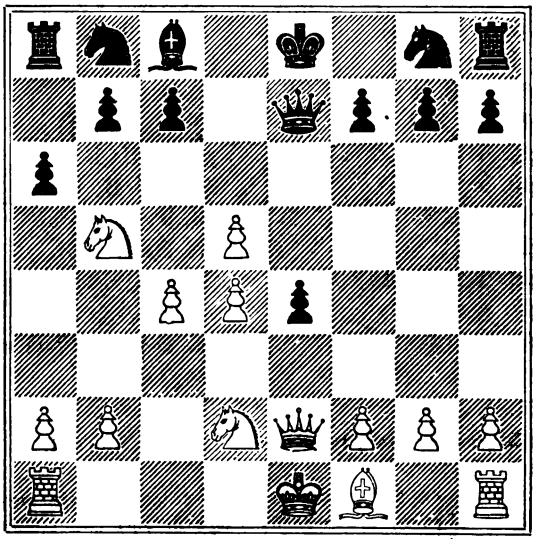

WHITE.

(*g*) Had the Knight been taken with Knight, White might have answered advantageously with P Q 6th, disc. ch.

(*h*) Winning with ease.

GAME VII.—(EVANS' GAMBIT.)

White.—Mr. Mongredien.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B R 4
6. Castles	6. Kt B 3
7. P Q 4	7. Castles
8. P Q 5 (*a*)	8. Kt K 2
9. Q Q 3	9. P Q 3
10. P K R 3	10. Kt Kt 3
11. Kt R 2	11. Kt R 4 (*b*)
12. B Kt 3	12. K Kt B 5
13. B×Kt	13. Kt×B
14. Q B 3	14. P K B 4 (*c*)
15. P×P	15. B×K B P
16. P K Kt 4	16. B Q 6 (*d*)
17. Q K 3	17. B Q Kt 3
18. Q Q 2	18. Q K R 5 and wins.

NOTES.

(*a*) Black would probably have taken the Pawn with K Kt if White had played P × P.

(*b*) The two Knights are now strongly posted, and threaten presently, one or other of them, to occupy the King's Bishop's fifth square with much effect.

(*c*) Mr. Morphy never misses the opportunity allowed him of throwing up the K B P when the Rook supports it. The move is generally formidable, and here becomes particularly potent. We add a diagram, showing the position after Black's fourteenth move.

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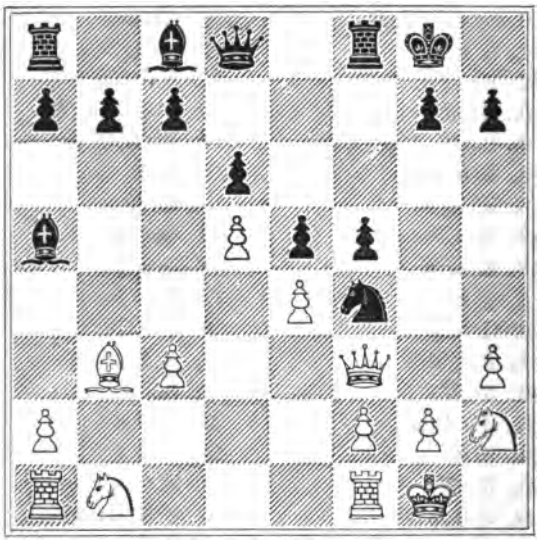

WHITE.

(*d*) A powerful *coup*, and one that places White's game beyond the pale of hope. It threatens the gain of the Queen by Kt K 7th ch.

GAME VIII.—(PHILIDOR'S DEFENCE.)

White.—Mr. Morphy.	*Black.*—Mr. Mongredien.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 3
3. P Q 4	3. P×P
4. Q×P	4. P Q R 3

5. B K Kt 5	5. P K B 3
6. B K 3	6. B K 3
7. Kt B 3	7. Kt K 2
8. B K 2	8. K Kt B 3 (*a*)
9. Q Q 2	9. B K 2
10. Castles K R	10. Castles
11. Q R Q	11. Kt Q 2
12. Kt Q 4	12. Kt×Kt
13. B×Kt	13. P K B 4 (*b*)
14. P×P	14. B×B P
15. B B 4 ch	15. K R
16. Kt Q 5	16. Kt B 3
17. Kt×B (*c*)	17. Q×Kt
18. K R K	18. Q Q 2
19. Q Kt 5	19. P R 3
20. Q R 4	20. Q R K
21. P Q B 3	21. R K 5 (*d*)
22. R×R	22. Kt×R
23. Q×P ch	23. B R 2
24. R K	24. P B 4
25. R×Kt	25. P×B
26. Q R 5	26. P K Kt 3
27. Q R 6	27. R K
28. Q B 4 (*e*)	28. K Kt 2
29. R×R	29. Q×R
30. Q×P ch, and wins.	

(*a*) Q Kt B 3 would have been better; but Mr. Mongredien probably wished to bring that piece to Q 2d, and eventually to K 4.

(*b*) We should first have driven back the Bishop with P Q B 4, and then have thrown up the King's Bishop's Pawn.

(*c*) Obtaining a strong attack.

(*d*) A grave misconception, which at once imperils his game.

(*e*) Skilfully finished off.

MATCH BETWEEN MR. MORPHY AND "ALTER."

This match was played at the St George's Chess Club in the beginning of August, 1858. The interest was in this case principally excited by the odds given to an English player, who held no mean position in Chess circles. The result, however, justified what appears to some an over confidence on the part of Mr. Morphy. The winner of the first five games was to be considered the victor, and at the conclusion of the match the score stood thus: Morphy 5, "Alter" 0, drawn 2.

GAME I.—(REMOVE BLACK'S K B P.)

White.—"ALTER."	*Black.*—MR. MORPHY.
1. P K 4	1. P Q 3
2. P Q 4	2. Kt K B 3
3. B Q B 4	3. Kt B 3
4. Kt Q B 3	4. P K 3
5. Kt B 3	5. P Q 4

6. B Q 3	6. B Q Kt 5
7. B K Kt 5	7. P K R 3
8. P K 5 (*a*)	8. P×B
9. B Kt 6 ch	9. K B
10. Kt×Kt P	10. R R 3 (*b*)
11. B Q 3	11. K Kt
12. P×Kt	12. Q×P
13. Kt B 3	13. P K 4 (*c*)
14. P×P	14. Kt×P
15. Castles (*d*)	15. Q B 5 (*e*)
16. P K R 4	16. Kt×Kt ch
17. Q×Kt	17. Q×P
18. Q×P ch	18. B K 3, and wins.

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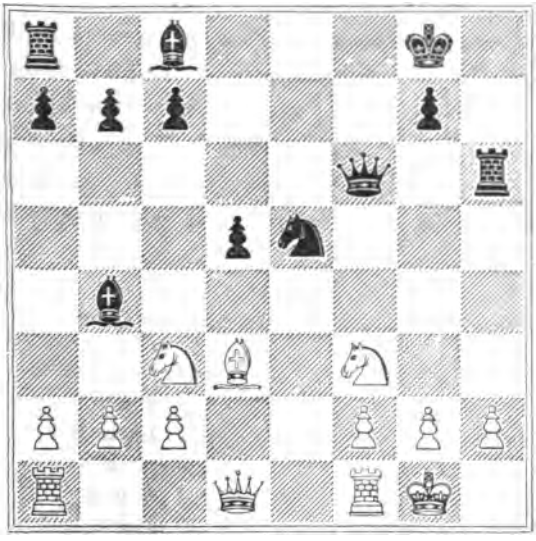

WHITE.

NOTES.

(*a*) We should rather have captured the Knight with Bishop.

(*b*) The correct move; for by attacking the Bishop, time is gained to bring the King into safe quarters. It will be observed that the King could not at once have been moved to Knight, on account of Kt B 7.

(*c*) Mr. Morphy has now got the attack into his own hands, with a fine game, and conducts it with his usual skill to the close.

(*d*) This loses the game immediately; but it is not easy to see how loss could have been avoided; for if 15. Kt×Kt, then 15. Q×Kt ch, followed by 16. B×Kt ch, &c; and if B K 2, no better result would have ensued. A diagram shows the position here. (See p. 133.)

(*e*) The best mode is selected of concluding the game, and the conception is pretty enough.

GAME II.—(REMOVE BLACK'S K B P.)

White.—"ALTER."	*Black.*—MR. MORPHY.
1. P K 4	1. P Q 3
2. P Q 4	2. Kt K B 3
3. B Q B 4	3. Kt B 3
4. Kt Q B 3	4. P K 3
5 Kt B 3	5. P Q 4
6. B Q 3	6. B Kt 5
7. B K Kt 5	7. P×P
8. B×P	8. B Q 2
9. Castles	9. Castles
10. Kt K 5	10. Q K
11. B×Kt	11. R×B
12. Kt Kt 4	12. R K B
13. P B 4	13. Q K 2
14. R B 3 (*a*)	14. Kt×P
15. R R 3	15. Kt B 4
16. Kt K 5	16. B K

17. P Kt 4	17. Kt R 5 (*b*)
18. Q K	18. Kt Kt 3
19. Kt×Kt	19. P×Kt
20. Q Kt 3	20. R Q
21. R K B	21. R Q 7
22. K R	22. Q Q
23. Q K	23. B Kt 4
24. Kt×B	24. R×K B P (*c*)
25. R×R	25. R Q 8
26. Q B	26. R×Q ch
27. R×R	27. Q Kt 4
28. B Q 3	28. Q Q 4 ch
29. K R B 3	29. K R 2
30. P Q R 3	30. B Q 7
31. K Kt 2	31. P K 4
32. R Q	32. P K 5
33. R R 3 ch	33. K Kt
34. P B 4	34. Q K Kt 4
35. B K 2	35. P K 6
36. Kt×B P	36. Q B 5
37. B B 3 (*d*)	37. Q×Kt
38. B Q 5 ch	38. K B
39. R B ch	39. K K 2
40. R B 7 ch	40. K Q 3
41. R×K P (*e*)	41. B×R
42. R×Q	42. K×R
43. K B 3	43. B B 8
44. P Kt 3	44. B×P

45. P R 4, and the game was declared drawn.

NOTES.

(*a*) This must have been an error, as it loses a clear Pawn.

(*b*) The proper move; for if Kt R 3, White would have had a very effective reply in P Kt 5.

(*c*) In an analysis of this move from the pen of a well-known master, we find a note here to the effect that Black should have continued the attack by R × R P ch, &c.; but as the game is only carried three moves further, we cannot endorse the opinion. Suppose

	24. R × P ch
25. R × R	25. B × Q
26. R × B	26. R × P
27. Kt B 3	27. R × P
28. R Q	28. Q K B 3

29. B Kt 2. White is left with three minor pieces for the Queen and free from attack, and we do not see that Black has the better game. As, however, we give a diagram, the student can examine the position for himself.

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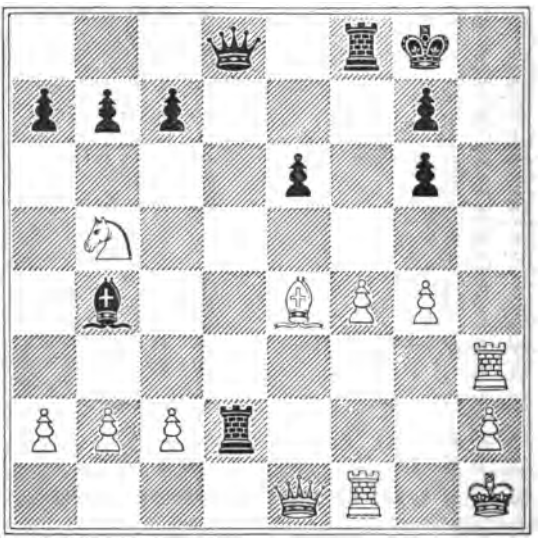

WHITE.

(*d*) R K B would have been a strong move at this point.

(*e*) Requisite, to prevent the Pawn from going on to Queen.

GAME III.—(REMOVE BLACK'S K B P.)

White.—"ALTER."	*Black.*—MR. MORPHY.
1. P K 4	1. P K 3
2. P Q 4	2. P Q 4
3. P K 5	3. P Q B 4
4. P Q B 3	4. Kt Q B 3
5. Kt K R 3 (*a*)	5. P×P
6. B Q Kt 5 (*b*)	6. P×P
7. P×P	7. B B 4
8. Castles	8. Kt K 2
9. Kt Kt 5 (*c*)	9. Castles
10. Q R 5	10. P K R 3
11. Kt B 3	11. B Q 2
12. B Q 3	12. Q K (*d*)
13. Q Kt 4	13. R×Kt (*e*)
14. Q×R (*f*)	14. Kt×P
15. Q Kt 3	15. Kt×B
16. Q×Kt	16. B Q Kt 4
17. Q R 3	17. B×R
18. Q×P ch	18. K R 2
19. K×B	19. Q R 4
20. B B 4	20. R K B (*g*)
21. B Kt 3	21. Kt B 4, and wins.

NOTES.

(*a*) In receiving odds, it should always be the aim of the first player to bring out his pieces as rapidly as possible, and post them in the most attacking positions; and therefore, as this move is more defensive than aggressive in its character, we cannot commend it.

(*b*) Much better than taking the Pawn.

(*c*) This appears to us a move without purpose, and one that only allows Black the opportunity of developing his game.

(*d*) As the game proceeds the excellence of this move will become apparent.

(*e*) A fine sequence to the previous move. The position will be found represented in the diagram that follows:

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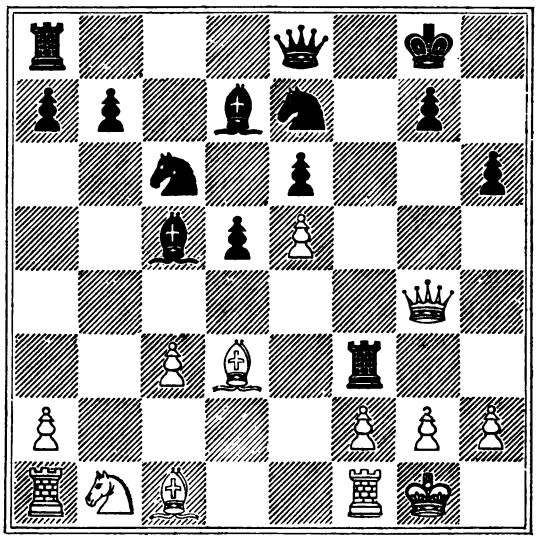

WHITE.

(*f*) It is clear that he must have submitted to the loss of a piece, if he had taken the Rook with Pawn.

(*g*) The *coup de grace.*

GAME IV.—(REMOVE BLACK'S K B P.)

White.—"ALTER."	*Black.*—MR. MORPHY.
1. P K 4	1. P K 3
2. P Q 4	2. P Q 4
3. P K 5	3. P Q B 4

4.	P Q B 3	4. Kt Q B 3
5.	Kt B 3	5. Q Kt 3
6.	B Q 3	6. P Kt 3
7.	Castles	7. B Q 2
8.	P Q R 4	8. P Q R 4
9.	Kt R 3	9. P B 5
10.	B B 2	10. Kt R 3
11.	Kt Q Kt 5	11. Kt B 2 (*a*)
12.	P Q Kt 3	12. P×P
13.	B×P	13. B K 2
14.	R K	14. Castles K R
15.	B×P (*b*)	15. P×B
16.	P K 6	16. B K
17.	P×Kt ch	17. R×P
18.	B Kt 5	18. B Q 2
19.	R Q Kt	19. Q Q
20.	B×B	20. R×B
21.	Q Kt 3	21. B B 4 (*c*)
22.	Q R B	22. B Q 6
23.	Kt R 3	23. B K 7
24.	P B 4	24. B×Kt
25.	R×R	25. Q×R
26.	Q×B	26. P×P
27.	Q B 3	27. R K
28.	Q×P ch	28. K Kt 2
29.	Kt B 2	29. Q Kt 4
30.	R Q	30. R K 5
31.	Q B 3	31. Q B 3
32.	Q Q 2	32. Q Q 3
33.	P Kt 3	33. P R 4
34.	P B 3	34. R K 2
35.	Q K Kt 5	35. Kt K 4 (*d*)

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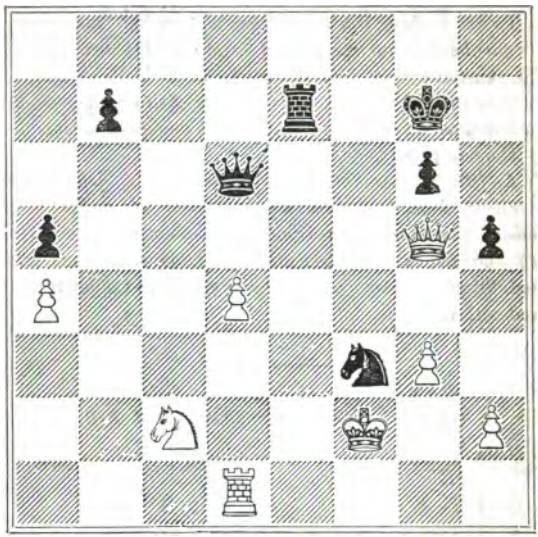

WHITE.

36. K B 2	36. Kt×P (*e*)
37. K×Kt	37. Q Q B 3 ch
38. P Q 5	38. R B 2 ch
39. K Kt 2	39. Q×Kt ch
40. R Q 2	40. Q K 5 ch
41. K R 3	41. Q K 8
42. P Q 6	42. Q B 8 ch
43. R K Kt 2	43. R Q 2
44. Q K 5 ch	44. Q B 3 (*f*)
45. Q Kt 2	45. R×P
46. Q×Kt P ch	46. K R 3
47. Q Kt 5	47. P Kt 4, and wins.

NOTES.

(*a*) To avoid taking B with B if this Knight had been captured by White; for then the adverse Queen's Knight might have been brought into the game at Q 6, with annoying effect.

(*b*) We do not clearly perceive the object of this manœuvre, it seems only to lose time. P Q B 4 we should have thought stronger.

(*c*) The best play.

(*d*) An effective move, as will be apparent as the game proceeds.

(*e*) Finely played; whether White capture the Knight or not, he will remain with an inferior position. (See diagram, p. 140.)

(*f*) The offer to exchange Queens was made with judgment; for if accepted, White's isolated Queen's Pawn would immediately have been lost, and with it the game.

GAME V.—(REMOVE BLACK'S K B P.)

White.—"ALTER."	*Black.*—MR. MORPHY.
1. P K 4	1. P K 3
2. P Q 4	2. P Q 4
3. B Q 3 (*a*)	3. P K Kt 3
4. Kt K B 3	4. P B 4
5. P B 3	5. Kt Q B 3
6. Castles	6. Q Kt 3
7. P×Q P	7. K P×P
8. R K ch	8. B K 2
9. Kt Kt 5	9. Kt B 3
10. Kt×P (*b*)	10. R×Kt
11. B×P ch	11. R B 2
12. B Kt 5	12. B Kt 5 (*c*)
13. Q B 2 (*d*)	13. K B
14. B×R	14. K×B
15. P K R 3	15. B R 4

16. B×Kt	16. B Kt 3 (*e*)
17. Q K 2	17. B×B
18. Q K 6 ch	18. K Kt 2
19. Q Q 7 ch	19. K R
20. Q Q 6	20. K Kt 2
21. Kt Q 2 (*f*)	21. P×P
22. Kt B 3	22. Kt K 4 (*g*)
23. Q R 3	23. Kt×Kt ch
24. P×Kt	24. P×P
25. P×P	25. R K Kt
26. R K 3	26. K R
27. K R	27. P Q 5
28. P×P	28. B×P
29. Q R K	29. B×R
30. R×B	30. Q Kt 8 ch (*h*)
31. K R 2	31. B K 5 (*i*)
32. Q B 3 ch	32. R Kt 2
33. R K	33. Q Kt 3
34. R K 3	34. Q Q 3 ch
35. K R	35. B×P ch
36. R×B	36. Q Q 8 ch
37. K R 2	37. Q Kt 8, mate.

NOTES.

(*a*) Q R 5 ch is the correct move here, as may be gathered from the analysis that follows:

3. Q R 5 ch	3. P Kt 3
4. Q K 5	4. Kt K B 3 (best)
5. B K Kt 5	5. B K 2
6. B Kt 5 ch	6. Kt B 3 or A B
7. P×P	7. P Q R 3 (best)
8. P×Kt	8. P×B

9. P×Kt P, winning a piece.

(A)

	6. P B 3.
7. P×P	7. P×B

8. P Q 6, regaining the piece with the better position.

(B)

	6. K B 2
7. Kt Q B 3	7. Kt × P
8. Kt × Kt	8. P × Kt
9. B × B	9. K × B
10. Q Kt 7 ch	10. K Q 3

11. P Q B 4, with an excellent game.

(*b*) Hazardous play against such a masterly opponent.

(*c*) Rapidly bringing all his pieces into action.

(*d*) If P B 3, Black would have replied with B R 4, &c.

(*e*) When White played P R 3, he evidently overlooked the effect of this move, which at once frustrates all his designs.

(*f*) Perceiving that there was nothing to gain from a continuance of the check.

(*g*) Very finely played, as an examination of the position will prove.

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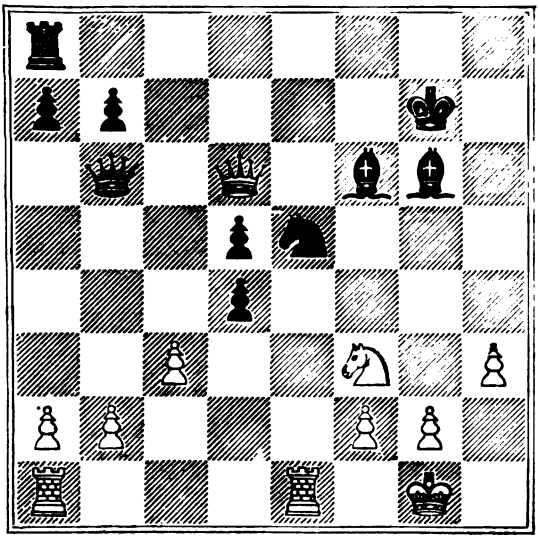

WHITE.

(*h*) The terminating moves are played by Mr. Morphy with admirable skill, and deserve the student's best attention.

(*i*) An ingenious link in the chain of combination. We represent the position after Black's thirty-first move.

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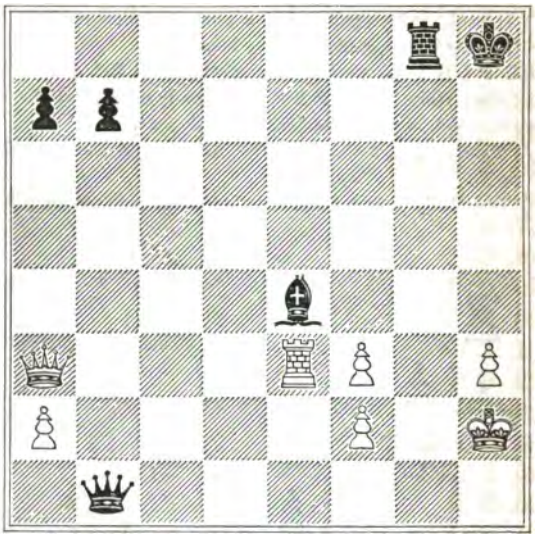

WHITE.

GAME VI.—(REMOVE BLACK'S K B P.)

White.—"ALTER."	*Black.*—MR. MORPHY.
1. P K 4	1. P K 3
2. P Q 4	2. P Q 4
3. B Q 3	3. P K Kt 3
4. Kt K B 3	4. P B 4

5. P B 3	5. Kt Q B 3
6. P K 5	6. Q Kt 3
7. Castles	7. B Q 2
8. B K 3 (*a*)	8. P B 5 (*b*)
9. B B 2	9. Q×Kt P
10. Q Kt Q 2	10. Q×B P
11. R Kt	11. Kt Kt 5
12. Kt K	12. B R 3
13. B×B	13. Kt×B
14. R B	14. Q×P
15. K Kt B 3	15. Q B 4
16. B K 4	16. Castles K R (*c*)
17. Kt×P (*d*)	17. P×B
18. Q×B	18. P×Kt
19. Q×P ch	19. K R
20. Kt Q 6	20. Q Kt 3
21. P Kt 3	21. Q R K (*e*)
22. Q R 3	22. Kt B 4
23. Kt×R	23. R×Kt
24. K R Q	24. R Q
25. P Kt 4	25. Kt Q 5
26. K R	26. Kt K 7 (*f*)
27. Q×B P	27. Kt×R
28. R Q 6	28. Kt B 3
29. Q B 6 ch	29. K Kt

30. Q K 6 ch, and draws by perpetual check.

NOTES.

(*a*) A bad move, for it loses two Pawns.

(*b*) Better far than taking the Knight's Pawn at once, as in that case White would have played Q B 2, and Black could not have taken the Rook without losing his Queen.

(*c*) It is clear that it would have been weak play to capture the Bishop, on account of Kt × K P and then Kt Q 6 ch, &c.

(*d*) This sacrifice was unsound, and should have cost White the game. We add a diagram, to show the position of the pieces.

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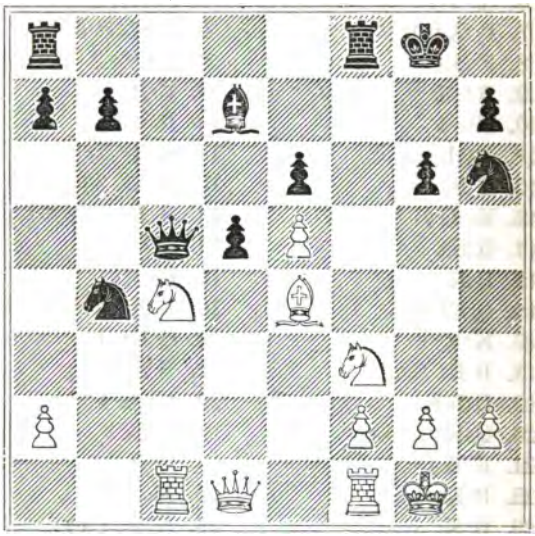

WHITE.

(*e*) It is seldom indeed that Mr. Morphy makes a blunder such as this, which is of a most palpable character.

(*f*) This also was an error, and gave White the opportunity of drawing the game. The correct play would have been Q K 3.

GAME VII.—(REMOVE BLACK'S K B P.)

White.—"ALTER."	*Black.*—MR. MORPHY.
1. P K 4	1. Kt Q B 3

2.	P Q 4	2. P K 4
3.	Kt K B 3 (*a*)	3. P×P
4.	B Q B 4	4. Q B 3
5.	Castles	5. P Q 3
6.	Kt Kt 5	6. Kt R 3
7.	P Q B 3 (*b*)	7. B K Kt 5
8.	P B 3	8. B Q 2
9.	B Q 5	9. P×P
10.	Kt×P	10. B K 2
11.	Kt Kt 5	11. B Q
12.	P B 4	12. Kt K 2 (*c*)
13.	Kt Q B 3 (*d*)	13. B Kt 5
14.	Q Kt 3	14. P B 3
15.	P K 5 (*e*)	15. P×P
16.	Q Kt K 4	16. B Kt 3 ch
17.	K R	17. Q Kt 3
18.	B B 7 ch	18. Kt×B
19.	Kt×Kt	19. Kt Q 4 (*f*)
20.	Q Kt Q 6 ch	20. K K 2
21.	P B 5	21. Q R 4
22.	B Kt 5 ch	22. K Q 2
23.	Q Kt 3	23. B B 2 (*g*)
24.	Q×P	24. Q R K
25.	Q×P (*h*)	25. B×Kt (*i*)
26.	Kt K 5 (double check)	26. K B
27.	Q Q 7 ch	27. K Kt
28.	Q×B ch	28. K R
29.	B B 4	29. Q×B P
30.	Kt×P	30. B R 6
31.	P×B	31. Q K 5 ch
32.	K Kt	32. Kt×B
33.	R×Kt	33. K R Kt ch, and wins.

NOTES.

(*a*) P × P is the correct move, and by adopting it the attack can be maintained.

BLACK.

WHITE.

(*b*) At this point P K B 4 would have been a good move.

(*c*) Mr. Morphy has a most happy mode of extricating himself from difficulty. We believe this was the only mode of averting the danger with which he was threatened.

(*d*) If 13 P K 5, the following would probably have been the continuation:

	13. P × P
14. P × P	14. Q Kt 3 ch
15. K R	15. Kt × B
16. Q × Kt	16. Q × Kt, winning a piece.

(*e*) Taking the Knight's Pawn with Queen would only have lost time, as Black would have answered with R Q B. If, then, White had re-

treated the Bishop, Black, by checking with Bishop and following that up with R B 2, would have been enabled to develope his game.

(*f*) He dare not attempt to save the Rook by R K B, on account of Q Kt Q 6 ch, which would have caused the loss of the Queen.

(*g*) The best move possible.

(*h*) If Q Kt 3, Black would have derived an advantage from K R B

(*i*) K R Kt would have produced the desired result more speedily. We append two diagrams, the one showing the present position of the pieces, the other as they stood after Black had played his thirtieth move. (See p. 148.)

Situation of the forces after Black's thirtieth move.

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BOOK II.

BLINDFOLD GAMES.

BOOK II.

BLINDFOLD GAMES AT BIRMINGHAM.

The following games were played by Mr. Morphy, at Birmingham, on Friday the 27th August, 1858, during the Anniversary Meeting of the British Chess Association in that town. The American champion had eight competitors —Lord Lyttleton; the Rev. Mr. Salmon; Mr. J. Kipping, Hon. Secretary to the Manchester Chess Club; Mr. Avery, President of the Birmingham Chess Club; Mr. Carr, Hon. Secretary to the Leamington Chess Club; Dr. Freeman, Hon. Secretary to the Birmingham Chess Club; Mr. Rhodes, of the Leeds Club, and Mr. W. R. Wills, Hon. Secretary of the British Chess Association. It is almost unnecessary to say that Mr. Morphy's extraordinary feat excited the wonder and admiration of the brilliant gathering called together on the occasion from all parts; and it is altogether unnecessary to dilate upon the peculiar genius he manifested. It may here suffice to state that Mr. Morphy won six games, Mr. Kipping won a game, and another was drawn by Mr. Avery.

TABLE I.—(ALLGAIER GAMBIT.)

White.—Mr. Morphy.	*Black.*—Lord Lyttleton.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. Kt K B 3	3. P K Kt 4
4. P K R 4	4. P Kt 5
5. Kt K 5	5. P Q 3 (*a*)
6. Kt×Kt P	6. B K 2
7. P Q 4	7. B×P ch
8. Kt B 2	8. B×Kt ch (*b*)
9. K×B	9. Kt K B 3
10. Kt B 3	10. Q K 2
11. B×P	11. Kt×P ch
12. Kt×Kt	12. Q×Kt (*c*)
13. B Q Kt 5 ch	13. K B
14. B R 6 ch	14. K Kt
15. R R 5	15. B B 4
16. Q Q 2	16. B Kt 3
17. R K, and wins.	

NOTES.

(*a*) A favorite defence with Kieseritzky; but one that, according to Jænisch, renders the maintenance of the Pawn an impossibility.

(*b*) This is a deviation from the ordinary line of defence, which is as follows:

	8. Q Kt 4
9. Q B 3	9. B Kt 6
10. Kt B 3	10. Kt K B 3
11. B Q 2	11. Kt B 3 or A
12. B Kt 5	12. B Q 2
13. B×Kt	13. P×B

14. Castles Q R, and the game is an even one.

(A)

	11. B Q 2
12. P Q 5	12. Kt Kt 5

13. Q × B	13. P × Q
14. B × Q	14. P × Kt ch
15. K Q 2	15. P K B 3
16. B K 3	16. Castles
17. B K 2	17. Kt × B
18. K × Kt	18. P K B 4, &c.

(*c*) We give a diagram, from which it will be seen how simply and expeditiously Mr. Morphy finished off the game.

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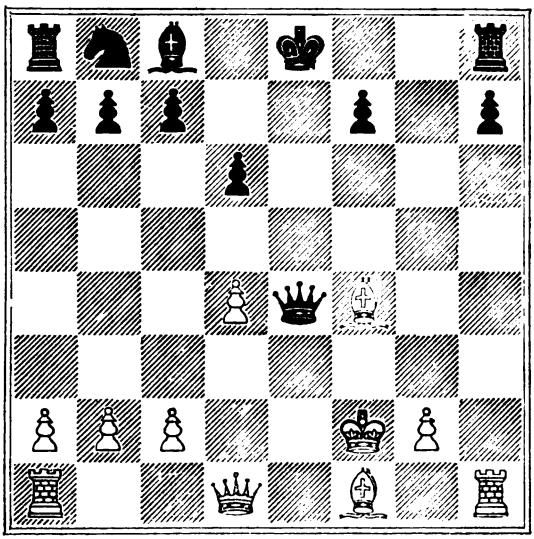

WHITE.

TABLE II.—(EVANS' GAMBIT REFUSED.)

White.—Mr. Morphy.	*Black.*—Mr. Salmon.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4

4. P Q Kt 4	4. P Q 4 (*a*)
5. P×P (*b*)	5. Kt×P
6. Castles (*c*)	6. Kt K 2 (*d*)
7. Kt×P	7. Castles (*e*)
8. P Q 4	8. B Q 3
9. Kt Q B 3	9. B K B 4
10. B Kt 3	10. P Q R 4
11. P Q R 3	11. P R 5
12. Kt×R P	12. Q Kt×Q P
13. P Q B 4	13. R×Kt (*f*)
14. P×Kt	14. R R 4
15. Q B 3	15. B Kt 3
16. R K	16. B Q Kt 5
17. R K 2	17. Kt B 4
18. B Kt 2 (*g*)	18. Q R
19. P Kt 3	19. Q R 2
20. Kt×B	20. R P×Kt
21. R K 5	21. B×P
22. P Q 6 (*h*)	22. B Kt 5 (*i*)
23. K R×R	23. B×R
24. Q Q 5	24. P Kt 3
25. P Q 7	25. Q R
26. R Q B	26. Q×Q
27. B×Q	27. P Q Kt 4
28. B B 6	28. Kt Q 3
29. P Q 5	29. B Q 7
30. R Q	30. B Kt 4
31. P B 4	31. B Q
32. B R 3	32. P B 4
33. R K	33. K B 2
34. B×P	34. R R
35. B×Kt	35. P×B

36. R K 8 (*k*)	36. R B
37. K B 2	37. P Kt 4
38. K K 3	38. P Kt 5
39. K Q 3	39. P Kt 4
40. B B 6	40. P×P
41. P×P	41. R Kt
42. K B 4	42. R B
43. K Kt 5	43. R Kt
44. K R 6	44. R B
45. K Kt 7	45. R Kt
46. K B 8	46. B Kt 3
47. R×R	47. K×R

48. P Queens, and wins.

NOTES.

(*a*) It is a question of some importance, whether the Evans' Gambit should be accepted or declined. In theory we have a satisfactory defence against the regular attack; but in practice this so invariably breaks down, that it would seem as if, in matches where money and reputation are at stake, the evasion of the Gambit by the move in the text would be the more prudent step.

(*b*) B Q Kt 5 is the more usual move here, and is followed up thus, *e. g.*:

5. B Q Kt 5	5. P × P (best)
6. P × B	6. P × Kt
7. B × Kt ch	7. P × B
8. Q × P	8. Kt K 2; but even then White

remains with a somewhat inferior game.

(*c*) Mr. Morphy considers this best at this point.

(*d*) B K B 4 would have been the proper play.

(*e*) We should have preferred B Q 5th.

(*f*) In offering this sacrifice, Mr. Salmon was probably impressed with the idea that his adversary would take the Rook and thus subject himself to the attack of Kt B 6 and then K 7th ch; but Mr. Morphy evidently had all the variations in his mind's eye, and so declined the proffered bait.

(*g*) The accuracy and rapidity with which the young American replied at this point of the game to the moves of his opponents, was the subject of universal remark and astonishment.

(*h*) Finely played; insuring the advance of Queen's Pawn, which is equivalent to the gain of the game. The position is shown in the diagram.

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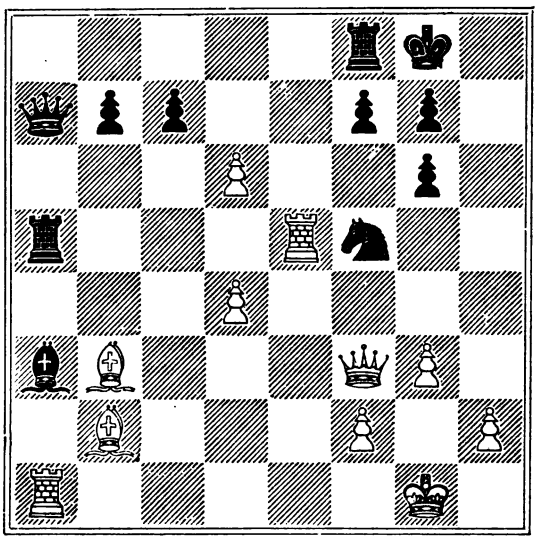

WHITE.

(*i*) Kt × Q P would have been bad play, as the following variation will prove, *e. g.*:

	22. Kt × P at Q 4
23. B × P ch	23. K R (best)
24. Q B 4	24. R × R
25. B × Kt, and wins.	

If

	23. R × B
24. R K 8 ch	24. K R 2 (best)
25. Q × R	25. B × B, and White mates in four moves.

(*k*) This end game, which is a perfect Chess study, deserves special attention from the student. For his benefit we append a diagram of it.

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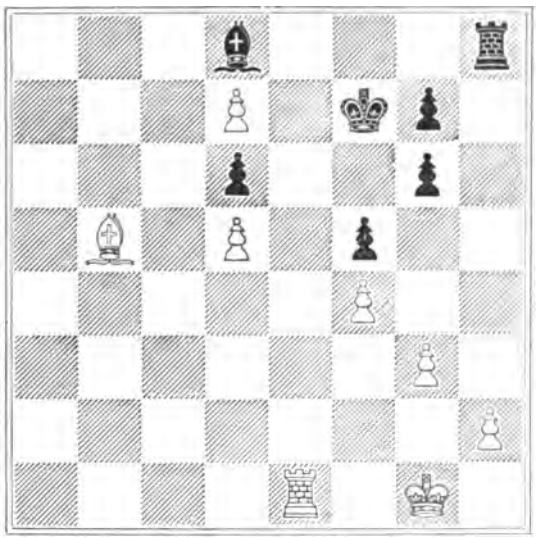

WHITE.

TABLE III.—(SICILIAN OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Avery.
1. P K 4	1. P Q B 4
2. P Q 4	2. P×P
3. Kt K B 3	3. Kt Q B 3
4. Kt×P	4. P K 3
5. B K 3	5. Kt B 3
6. B Q 3	6. P Q 4

7. Kt×Kt	7. P×Kt
8. P K 5	8. Kt Q 2
9. P K B 4	9. B R 3 (*a*)
10. Castles (*b*)	10. B×B
11. Q×B	11. B B 4
12. Kt Q 2	12. B×B ch
13. Q×B	13. Q Kt 3 (*c*)
14. Q R K	14. Castles K R
15. P Q Kt 3	15. P B 3
16. P×P	16. R×P
17. P Kt 3	17. Q R K B
18. K Kt 2	18. Q×Q
19. R×Q	19. P Kt 3
20. K R K	20. P K 4 (*d*)
21. K R K 2	21. P×P
22. R K 7	22. Q R B 2
23. P×P	23. R×P
24. R K 8 ch	24. K Kt 2
25. R Q B 8	25. K R B 3
26. R B 7	26. Kt B
27. K R K 7	27. R×R
28. R×R ch	28. R B 2
29. R K 8	29. Kt Q 2
30. Kt B 3	30. R B
31. R K 7 ch	31. R B 2
32. R K 8	32. R B
33. R K 7 ch	33. R B 2, and the game

was abandoned as drawn.

NOTES.

(*a*) P Q B 4 would have been a better move.

(*b*) If White had captured the proffered Bishop, Black would have checked with Queen at R 4, regaining the piece and improving his position.

(*c*) We believe that Mr. Avery acted prudently in exchanging off the pieces and simplifying the game. Mr. Morphy having shown himself so extremely accurate and skilful in complicated positions, which in an end game, playing blindfold, it was just possible that his power of calculation might prove faulty.

(*d*) Very well played. We give a diagram of the forces, which have taken up a position of much interest.

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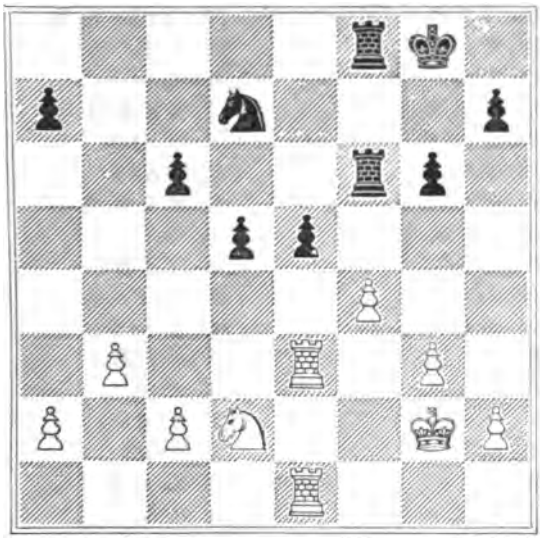

WHITE.

TABLE IV.—(SCOTCH GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Kipping.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. P Q 4	3. P×P

4. B Q B 4	4. B B 4
5. Castles (*a*)	5. P Q 3 (*b*)
6. P B 3	6. Q B 3
7. B K Kt 5 (*c*)	7. Q Kt 3
8. P×P	8. Kt×P
9. Kt×Kt	9. Q×B
10. P B 4	10. Q Kt 3
11. K R	11. Kt R 3
12. P K R 3	12. B×P (*d*)
13. P×B	13. Q×P ch
14. Q B 3 (*e*)	14. Q×Kt
15. R K ch	15. K Q 2
16. Kt R 3	16. B×Kt
17. B Kt 5 ch (*f*)	17. P Q B 3
18. P×B	18. K R K (*g*)
19. Q R B	19. P Q 4
20. Q Q Kt 3	20. K B 2 (*h*)
21. B Q 3	21. R K 6
22. R×R	22. Q×R
23. R Q Kt	23. Q×P ch
24. K Kt	24. P Q Kt 3
25. R K	25. Q Kt 6 ch
26. K B	26. Q×P ch
27. K Kt 2	27. Q Kt 4 ch
28. K B	28. Kt Kt 5
29. R K 2	29. Kt K 6 ch, and wins.

NOTES.

(*a*) The accuracy with which Mr. Morphy opens his games, when playing blindfold, is truly remarkable. The text move here is much better than P Q B 3; for to that Black would reply with Kt K B 3, and resolve the game into the well known Giuoco Piano.

(*b*) Correctly played, and a better move than Kt K B 3.

(*c*) An interesting attack results from throwing up P Q Kt 4, *e. g.*:

7. P Q Kt 4	7. B Kt 3
8. B Kt 2	8. Kt K 4
9. Kt × Kt	9. P × Kt
10. K R	10. Anything

11. P B 4, and, considering the freedom of White's pieces, we give his game the preference.

(*d*) Mr. Morphy's blindfold games are singularly free from errors; but here he makes a slip, which is very promptly and accurately taken advantage of by Mr. Kipping. We give a diagram of the position.

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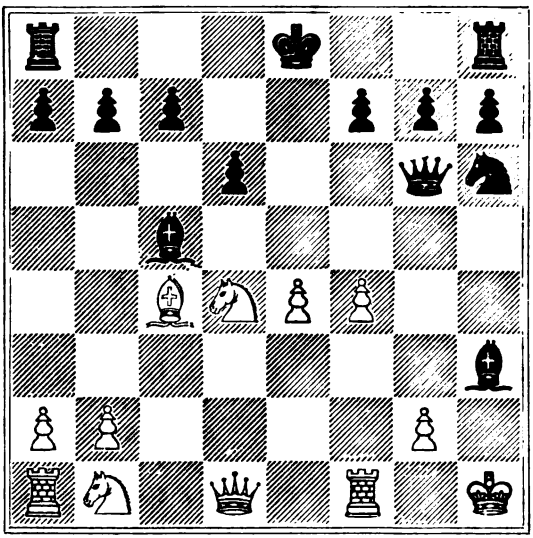

WHITE.

(*e*) The result would have been the same if either the Kt or R had been interposed; indeed, the loss of the piece was unavoidable.

(*f*) A most ingenious attempt to recover the game, though it was unsuccessful.

(*g*) It will be seen that if Black had taken the Bishop, the loss of

the Queen must have followed on White's playing 19. Q×P ch, 20. Q K 7 ch, and then Q R B ch, &c.

(*h*) Here, also, if the Bishop had been taken, White would again have won easily with Q×B P, checking.

TABLE V.—(KING'S GAMBIT DECLINED.)

White.—Mr. Morphy.	*Black.*—Mr. Rhodes.
1. P K 4	1. P K 4
2. P K B 4	2. B B 4
3. Kt K B 3	3. Kt Q B 3
4. P×P (*a*)	4. P Q 4 (*b*)
5. P×P	5. Q×P
6. Kt B 3	6. Q Q
7. Kt K 4	7. B Kt 3
8. P Q B 3	8. B Kt 5
9. P Q 4	9. Q Q 4
10. Kt B 2	10. Kt×K P
11. Q K 2 (*c*)	11. B×Kt
12. P×B	12. Q×B P (*d*)
13. Q×Kt ch	13. K B
14. B K 2	14. Q Q B 3
15. R K Kt	15. P B 3
16. Q Kt 3	16. P Kt 3
17. B K 3	17. R K
18. K Q 2	18. Kt K 2
19. B Q 3	19. Q Q 2
20. Kt Kt 4	20. Kt Q 4
21. Q R K	21. Kt×B
22. R×Kt	22. Q B 2
23. Kt×P	23. R×R
24. Q×R	24. Q×P
25. Q K 8 ch	25. K Kt 2, and White declared mate in three moves.

NOTES.

(*a*) We consider B Q Kt 5 to be also a good move at this juncture.

(*b*) The sacrifice of the Kt here is not advisable, as the variation appended will prove :

	4. Kt × P
5. Kt × Kt	5. Q R 5 ch
6. P Kt 3	6. Q × K P ch
7. Q K 2	7. Q × R
8. P Q 4 *	8. B K 2
9. Kt K B 3	9. P Q 3
10. B K 3	10. B Kt 5

11. Q Kt Q 2, and we prefer the game of the first player.

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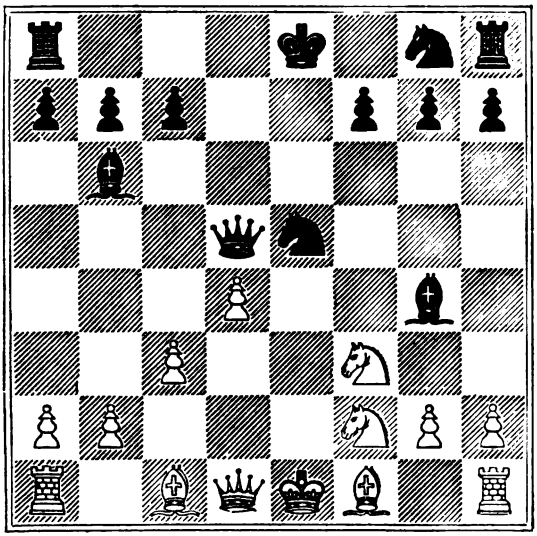

WHITE.

(*c*) It will be noticed from the above diagram, that if White had now

* Kt Kt 6, though apparently a good move, is not so; for after taking the Rook the Knight could not easily be liberated.

taken the Kt with Pawn, Black would have answered with B × Kt ch, and so obtained a decided advantage.

(*d*) When Mr. Rhodes sacrificed the piece, he no doubt thought that after moving his King to Bishop, he could bring his Queen's Rook with great effect to King's square, or he would hardly have dared to give up so much to so formidable an opponent.

TABLE VI.—(BISHOP'S OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Freeman.
1. P K 4	1. P K 4
2. B B 4	2. B B 4
3. P Q Kt 4	3. B Kt 3
4. Kt K B 3	4. P Q 3
5. P Q 4	5. P×P
6. Kt×P	6. Kt K B 3
7. Kt Q B 3	7. Castles
8. Castles	8. Kt×P
9. Kt×Kt	9. P Q 4
10. B K Kt 5	10. Q K
11. B×P (*a*)	11. P Q B 3
12. R K	12. Q Q 2
13. Kt B 6 ch	13. P×Kt
14. B×P	14. Q Q 3 (*b*)
15. Kt K 6	15. B×Kt
16. Q R 5	16. B×P ch
17. K R (*c*)	17. Q B 5
18. R×B (*d*)	18. Kt Q 2
19. B Kt 2 (*e*)	19. B Q 5
20. P Kt 3	20. Kt B 3 (*f*)
21. P×Q	21. Kt×Q
22. B×B (*g*)	22. Kt×P

23. R Kt ch	23. Kt Kt 3
24. Q R×Kt ch	24. R P×R
25. R×P ch	25. K R 2
26. R Kt 7 ch	26. K R 3
27. B K 4	27. P K B 4
28. B Q 3	28. P Kt 3
29. R Kt 3	29. R B 2
30. B K 5	30. R K
31. B B 4 ch	31. K R 2
32. R Kt 5	32. R K 8 ch
33. K Kt 2	33. R K Kt 2
34. B×P ch	34. K R
35. P K R 4	35. R×R ch
36. B×R	36. R K

37. K B 3, and Black resigned.

NOTES.

(*a*) From this point to the very end, the game abounds with interesting positions.

(*b*) If Mr. Freeman had taken the Bishop with Queen, R K 5, in reply, would have proved a winning move; and if with Pawn, the following variation would most likely have occurred:

	14. P×B
15. R K 5	15. P K R 3
16. Q R 5 or A	16. K R 2

17. Kt K B 5, and wins.

If Black on his sixteenth move play B Q, White mates in three moves with R Kt 5 ch, &c.

(A)

16. R Kt 5 ch	16. K R 2

17. Q Q 3 ch, and wins.

If 16. P×R

17. Q R 5 wins. The beauty of the position is such, that we produce it on a diagram, where it may be readily studied. (See p. 168.)

(*c*) If White had captured the Bishop, Q K B 5 ch, &c., would have effectually relieved Black from his embarrassments.

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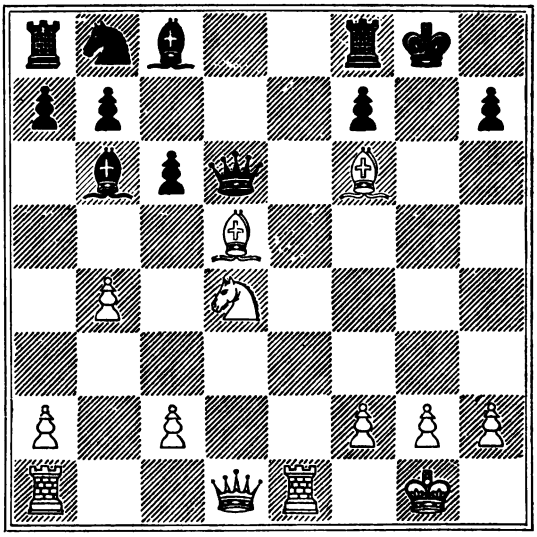

WHITE.

(*d*) Ingenious and quite accurate.

(*e*) Threatening mate by R Kt 6 ch, &c.

(*f*) If Q K B 7, White would have won with ease by checking with Queen at K Kt 4.

(*g*) The combination is carried out and completed with due mathematical precision; after the pieces are exchanged off, White will remain with an advantage quite sufficient to insure victory.

TABLE VII.—(IRREGULAR OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Carr.
1. P K 4	1. P K R 3
2. P Q 4	2. P Q R 4

3. B Q 3	3. P Q Kt 3
4. Kt K 2	4. P K 3
5. Castles	5. B R 3 (*a*)
6. P Q B 4	6. Kt K B 3
7. P K 5	7. Kt R 2
8. P K B 4	8. B K 2
9. Kt Kt 3	9. P Q 4
10. Q Kt 4	10. Castles
11. Kt R 5	11. P K Kt 4
12. P×Kt P	12. R P×P (*b*)
13. B×Kt ch (*c*)	13. K R
14. Kt B 6	14. P×P
15. B B 2	15. Q×P ch
16. Q×Q	16. B B 4
17. Q×B	17. P×Q
18. B×P	18. Kt B 3
19. R B 3 (*d*)	19. K Kt 2
20. B R 6 ch	20. K×B
21. R R 3 ch	21. K Kt 4
22. R R 5 ch	22. K B 5

23. K B 2, and mates in two moves. (*e*)

NOTES.

(*a*) This series of unusual moves was no doubt adopted with the view of embarrassing the blindfold player, in place of which it but served to allow him to bring out his pieces and secure victory in a shorter space of time.

(*b*) Black has indeed placed himself in a deplorable condition in vainly attempting to puzzle his antagonist.

(*c*) Kt K B 6 ch would also have led to a speedy termination.

(*d*) Threatening mate in two moves. We annex a diagram showing the position of the forces after Black has replied to this move of White.

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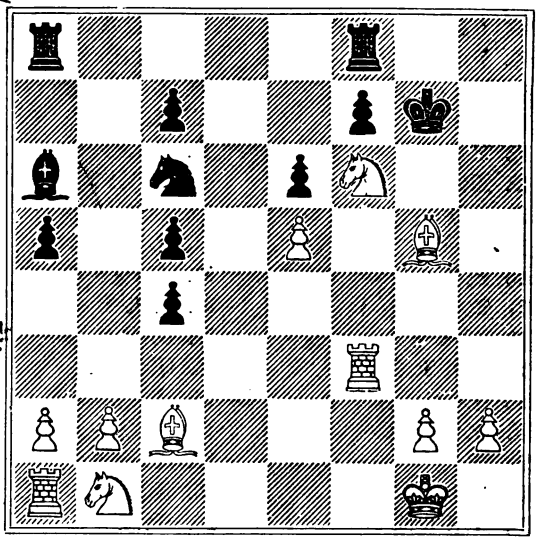

WHITE.

(*e*) Terminating the game in masterly style, and giving it an interest for which, from the nature of the opening, we had not looked.

TABLE VIII.—(SICILIAN OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Wills.
1. P K 4	1. P Q B 4
2. Kt K B 3	2. Kt Q B 3
3. P Q 4	3. P×P
4. Kt×P	4. P K 3
5. B K 3 (*a*)	5. Kt B 3
6. B Q 3	6. P K 4 (*b*)

7.	Kt×Kt	7. Kt P×Kt
8.	Castles	8. P Q 3
9.	P K B 4	9. P×P
10.	B×P	10. B K 2
11.	Kt B 3	11. R Q Kt
12.	P K 5	12. P×P
13.	B×P	13. R Kt 5
14.	Q B 3	14. Q Kt 3 ch
15.	K R	15. B K Kt 5
16.	Q B 2	16. Q×Q
17.	R×Q	17. B Q B 4
18.	K R B	18. B K 2
19.	P Q R 3	19. R Kt 2
20.	Kt K 4	20. B Q 2
21.	Kt×Kt ch	21. P×Kt
22.	B×P	22. B×B
23.	R×B	23. R×P
24.	R K ch	24. B K 3
25.	B B 5	25. K K 2 (*c*)
26.	R R 6	26. K R Q Kt
27.	B×B	27. R Kt 8
28.	R K Kt	28. P×B
29.	R×P ch	29. K Q 3
30.	R×P (*d*)	30. R×R ch
31.	K×R	31. R Kt 8 ch
32.	K B 2	32. R Kt 7
33.	P K R 4	33. R×P ch
34.	K B 3	34. K K 4
35.	P R 5	35. K B 4
36.	P R 6	36. R Q 7
37.	P R 7, and wins.	

NOTES.

(*a*) The move we recommend here is Kt Q Kt 5, giving White a superior position at once, *e. g.:*

5. Kt Kt 5	5. P Q R 3 or A *
6. Kt Q 6 ch	6. B × Kt

7. Q × B, and, as we proved in three games played against Anderssen, Morphy and Staunton, White's game is to be preferred.

(A)

	5. P Q 3
6. B K B 4	6. P K 4

7. B K 3, and Black's Queen's Pawn being unsupported, is weak, and his game inferior.

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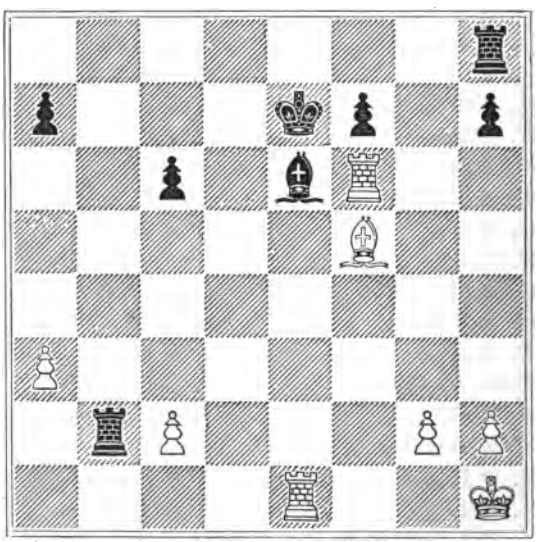

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* If 5. Kt K B 3
6. B Q Kt 5
6. Kt Q B 3
7. Kt Q 6, &c.

(*b*) Never a good move when the Queen's Pawn is left in the rear without support, which, as the game advances, becomes the object of attack, and, as a general rule, falls.

(*c*) A very instructive position, as will be found from a study of the diagram annexed. (See page 172)

(*d*) The combination has been carried out with an accuracy that would have done credit to a first-rate with the board and men before him, and which is therefore marvellous when we reflect that it was conducted blindfold and while the player was engaged simultaneously with seven other games. There is now the clear gain of a Pawn.

BLINDFOLD GAMES AT THE LONDON CHESS CLUB.

These games were played at the London Chess Club, Cornhill, London, on the 13th of April, 1859. Mr. Morphy contended simultaneously against eight strong players: Mongredien, Slous, Geo. Walker, Jansen, Greenaway, Medley, Jones, and Maude. The *parties* were rather prematurely broken up. There was not time to play out the whole eight games, or there can be little doubt that the score would have been more favorable to Mr. Morphy than it was under the circumstances. At the suspension of play, Jones and Maude had lost, and six games were drawn.

TABLE I.—(IRREGULAR OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Mongredien.
1. P K 4	1. P Q B 4
2. P Q 4	2. Kt Q B 3 (*a*)
3. P Q 5	3. Kt Kt (*b*)
4. P K B 4	4. P Q 3

5. Kt K B 3	5. P K 3
6. P B 4	6. B K 2
7. Kt B 3	7. B Q 2
8. B Q 3	8. P B 4 (*c*)
9. P×K P	9. B×P
10. P×P	10. B Q 2
11. Kt K Kt 5 (*d*)	11. Kt K B 3
12. Castles	12. Kt B 3
13. Kt K 6	13. B×Kt (*e*)
14. P×B	14. Kt Q 5
15. P B 5	15. P K R 4
16. B K 3	16. Kt B 3
17. Kt Q 5	17. Kt K 4
18. B B 4	18. Kt Q B 3 (*f*)
19. B K 2	19. P R 5
20. Kt×Kt ch	20. B×Kt
21. Q×P	21. Q×Q
22. B×Q	22. B×P
23. Q R Kt	23. B Q 5 ch
24. K R	24. P Q Kt 3
25. B B 3	25. R Q B
26. K R Q	26. R R 3
27. B B 4	27. R K R
28. R Q 3	28. Kt R 4

29. R Q B (*g*) and at this point Mr. Morphy consented to draw.

NOTES.

(*a*) A bad move; because, when the Pawn is pushed to Q 5th, the Knight is in a manner compelled to retreat to his own square, and thus valuable time is lost.

(*b*) If Kt K 4, then

4. P K B 4	4. Kt Kt 3
5. P B 5	5. Kt K 4

6. B K B 4 6. P Q 3
7. B × Kt 7. P × B
8. Kt K B 3, with a fine opening.

(*c*) Sacrificing a Pawn without gaining any equivalent for it in position.

(*d*) A good move; not only threatening to post the Kt at K 6, but also to check with the Queen at R 5.

(*e*) Black was compelled to make this disadvantageous move, as white would have taken the Knight's Pawn checking.

(*f*) Mr. Mongredien did not conduct this game with his usual ability. These moves here with the Knight again lose him all-important time.

(*g*) A diagram is given of the position, from which it will be seen that the game is much in Mr. Morphy's favor; indeed, the draw was conceded on his part solely on account of the lateness of the hour.

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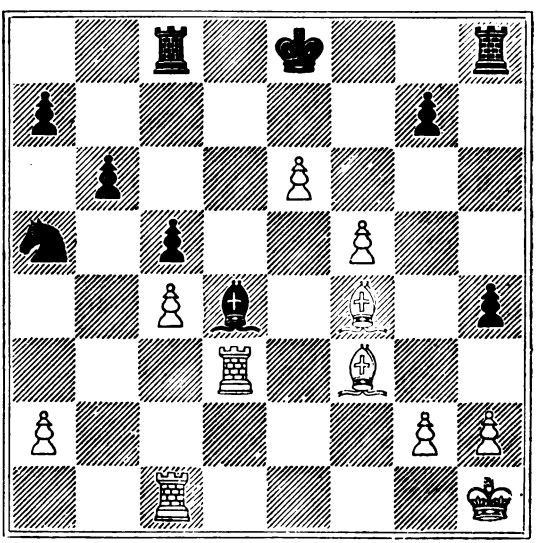

WHITE.

TABLE II.—(PHILIDOR'S DEFENCE.)

White.—Mr. Morphy.	*Black.*—Mr. Sloue.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 3
3. P Q 4	3. P×P
4. Kt×P	4. B K 2
5. Kt Q B 3	5. Kt K B 3
6. B Q 3	6. P Q R 3
7. P Q R 4	7. P B 4
8. K Kt K 2	8. Kt B 3
9. P B 4	9. P K R 4
10. Castles	10. B K 3
11. P Q Kt 3	11. P K Kt 3
12. P B 5	12. P×P
13. P×P	13. B Q 2
14. Kt B 4 (*a*)	14. Kt K 4 (*b*)
15. Q Kt Q 5	15. Kt×Kt
16. Kt×Kt	16. B Q B 3
17. B K 4	17. B B 3 (*c*)
18. B Kt 2	18. B×Kt
19. B×B	19. Q B 2
20. B×Kt	20. B×B (*d*)
21. R Q Kt	21. Castles Q R
22. P Q Kt 4	22. P×P
23. R Q Kt 3	23. Q B 4 ch
24. K R	24. B Q B 6
25. R K B 3	25. R Q 2
26. R K B	26. R K
27. R Q Kt	27. Q R K 2
28. Q Q 3	28. R K 4
29. B B 3	29. R K 6

30. Q Q 5 30. K R K 2, and after a few more moves the game was drawn.

NOTES.

(*a*) To stop the advance of the Queen's Pawn, and also to post one of the Knights eventually on Q 5th.

(*b*) A good move.

(*c*) This again is well played.

(*d*) The opposing Bishops being of different colors, the game from its nature is drawn. A diagram is given of the position.

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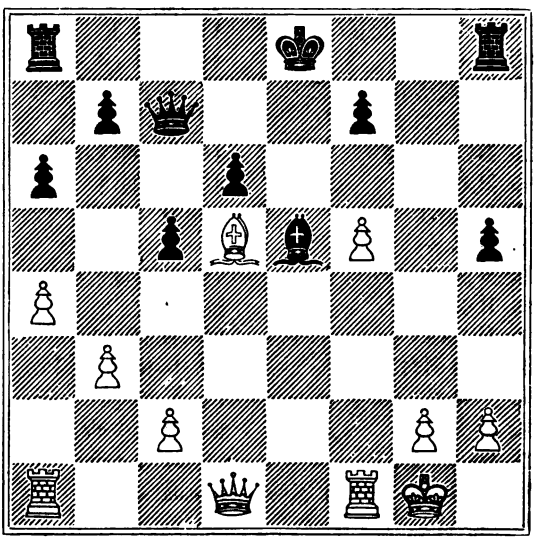

WHITE.

TABLE III.—(IRREGULAR OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Walker.
1. P K 4	1. P K 3
2. P Q 4	2. P Q 4
3. P×P	3. P×P
4. Kt K B 3	4. B Q 3
5. B Q 3	5. Kt K B 3
6. Castles	6. Castles
7. Kt B 3	7. B K Kt 5
8. P K R 3	8. B K 3
9. B K 3	9. Kt B 3
10. Q Q 2	10. Q Q 2
11. B K B 4 (*a*)	11. K R K
12. Q R K	12. Q R Q
13. Kt K 5 (*b*)	13. Q B (*c*)
14. B Q Kt 5 (*d*)	14. B×Kt
15. B×B	15. Kt×B (*e*)
16. P×Kt	16. Kt K 5
17. Kt×Kt	17. P×Kt
18. Q B 4	18. P Q B 3
19. B K 2	19. B B 4
20. B B 4	20. R K 2
21. P K Kt 4	21. B Kt 3
22. P K R 4	22. P K R 3
23. P R 5	23. B R 2
24. P Kt 5	24. P×P
25. Q×Kt P	25. Q B 4

26. Q×R, and Black gives perpetual check.

NOTES.

(*a*) The best move. An examination of the position will go far to prove that Black meditated the taking of K R P and the sacrifice of the

Bishop, which might have caused White some little trouble; this step, however, on the part of Mr. Morphy, frustrates at once any such design.

(*b*) A fine move, giving him a good attacking position.

(*c*) Taking Kt with either B or Kt would have been exactly what his adversary desired.

(*d*) All this is admirably played; and considering the ability of his opponent, and that he himself plays blindfold, is perfectly marvellous.

(*e*) Selecting the proper course, for B Q 2 would have cramped his game still further; and if R Q 3, then P K B 4 would have given White an excellent game.

The diagram below shows the position of the pieces at this juncture.

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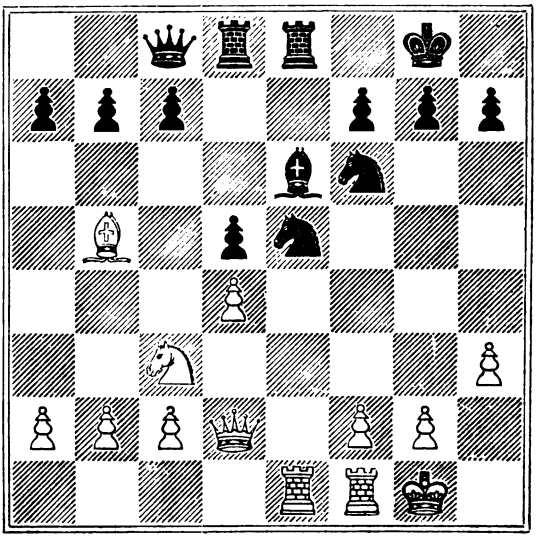

WHITE.

TABLE IV.—(GAMBIT DECLINED.)

White.—Mr. Morphy.	*Black.*—Mr. Jansen.
1. P K 4	1. P K 4
2. P K B 4	2. P Q B 3 (*a*)
3. Kt Q B 3	3. P Q 3
4. Kt B 3	4. B K 2
5. B B 4	5. P×P
6. P Q 4	6. Kt B 3
7. B×P	7. Castles
8. Castles	8. B Kt 5
9. B Q 3	9. Q Kt Q 2
10. Q Q 2	10. B R 4
11. Q R K	11. B Kt 3
12. P K 5	12. P×P
13. P×P	13. Kt K
14. Kt K 4	14. Kt B 4
15. Kt×Kt	15. B×Kt ch
16. K R	16. Kt B 2
17. Kt Kt 5	17. Q K
18. P K 6	18. Kt×P
19. B×B	19. R P×B
20. Q B 3	20. B K 2 (*b*)
21. Kt×Kt	21. P×Kt
22. Q Q Kt 3	22. R B 3
23. R×P	23. R×R
24. Q×R ch	24. Q B 2
25. Q×Q ch	25. K×Q
26. P K Kt 4	26. K Kt
27. R K	27. K B 2, and the game

was declared drawn.

NOTES.

(*a*) A mode of evading the gambit that is not regular, and that cannot be commended; it was adopted, no doubt, in the hope of confusing the blindfold player, with what success the result will show.

(*b*) Best; for the Knight was exposed to capture from the Rook, and the Queen then would have been brought over to the K R 3.

TABLE V.—(EVANS' GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Greenaway.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B R 4
6. P Q 4	6. P×P
7. Castles	7. Kt B 3
8. B R 3 (*a*)	8. P Q 3
9. P K 5	9. P Q 4 (*b*)
10. B Kt 5	10. Kt K 5
11. P×P	11. B Q 2
12. Q Kt 3	12. P Q R 3 (*c*)
13. B Q 3 (*d*)	13. B B
14. R Q B	14. B Kt 3
15. R×Kt (*e*)	15. P×R
16. Q B 2	16. B Kt 2
17. Q Kt Q 2	17. Kt×Kt
18. Q×Kt	18. P R 3
19. R K	19. B B
20. Q B 3	20. R Q Kt
21. Q×P ch (*f*)	21. Q Q 2
22. Q B 2	22. Q K 3

23. Kt R 4	23. P Kt 3
24. Q B 3	24. K Q
25. R Q B	25. R K
26. Kt B 3	26. B Kt 2
27. P R 3	27. R Q B
28. Q Q 2	28. R K R, and the game

was considered drawn.

NOTES.

(*a*) Mr. Morphy entertains a high opinion of the value of this move, thinking that it gives the first player a powerful and advantageous attack.

(*b*) The *Chess Monthly*, in a note to this move, appends the following analysis:

If firstly—	9. P × P
10. Q Kt 3	10. Q Q 2
11. R K, with a winning attack.	
If secondly—	
	9. Kt K 5
10. K P × P	10. Kt × Q P or A
11. R K ch	11. K B *
12. Kt × Q P, with a fine game.	

(A)

	10. P × Q P
11. R K	11. P Q 4
12. Kt × P, with an excellent game.	

(*c*) If

	12. Kt K 2
13. B × B ch	13. Q × B

14. B × Kt, and whether the Bishop be captured with K or Q, White wins a piece. If, too, on the 13th move, K × B, the piece is equally gained by 14. B × Kt.

(*d*) Far stronger than taking the P with Q. White thereby would certainly have gained a Pawn, but would have lost his advantageous position, *e. g.*:

---

* If

	11. Kt K 2
12. Q R 4 ch	12. P Q B 3
13. B × Kt	13. Q × B
14. Q × B, winning easily.	

13. Q × P	13. P × B
14. Q × K Kt	14. P Kt 5
15. B Kt 2	15. B K 3

and Black's game is certainly not inferior to White's.—*Chess Monthly.*

(*e*) With Mr. Morphy the sacrifice of the exchange is of no moment, provided only that the attack can be sustained. As the game progresses, the soundness of thus giving up the Rook for Knight will be apparent.

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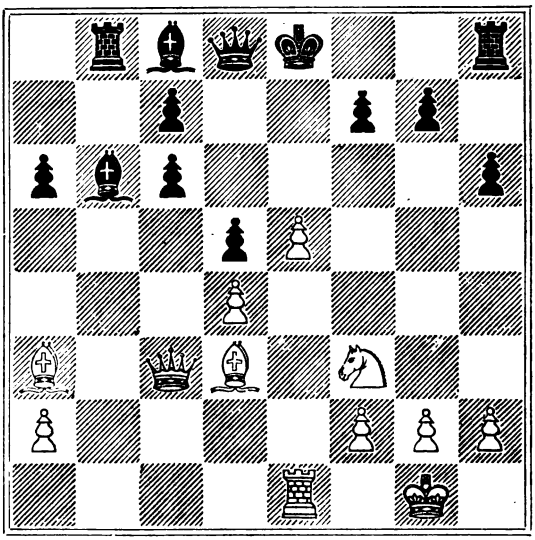

WHITE.

(*f*) The foregoing diagram, which shows the situation of the pieces before this move on the part of White, will, if examined, prove that Mr. Morphy missed the road to victory when open to him. Had he played P K 6th, he must have won in a few moves, *e. g.:*

21. P K 6	21. B × K P (best)
22. R × B ch	22. P × R
23. Kt K 5	

and no play that Black can adopt can retrieve the game. This move of

23. Kt K 5 is the only one to win, and was overlooked by White in mentally examining the position. White now threatens to mate by 24. B Kt 6; if Black play 23. Q B 3, or Q B, he is evidently mated in two moves, and if

	23. P B 4
24. B Kt 6 ch	24. K B *

25. Q B 3 ch, winning the Queen and the game.

TABLE VI.—(SCOTCH OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Medley.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. P Q 4	3. P×P
4. B Q B 4	4. B B 4
5. Castles	5. P Q 3
6. P Q B 3	6. P Q 6
7. P Q Kt 4	7. B Kt 3
8. P Q R 4	8. P Q R 4
9. P Kt 5	9. Kt K 4
10. Kt×Kt	10. P×Kt
11. Kt Q 2	11. Kt B 3
12. Q Q Kt 3	12. B K 3 (*a*)
13. B×B	13. P×B
14. B R 3 (*b*)	14. Q Q 2 (*c*)
15. Kt B 3	15. Castles Q R (*d*)
16. Kt×P	16. Q K
17. Q B 4 (*e*)	17. P Q 7
18. Q R Q	18. Q R 4
19. Kt B 3 (*f*)	19. Q Kt 5 (*g*)
20. Kt×P	20. Kt R 4

* If 24. K K 2, White plainly wins by Kt B 6 ch.—*Chess Monthly.*

21. P K 5	21. Kt B 5
22. P K Kt 3	22. R×Kt (*h*)
23. Q×Kt (*i*)	23. Q×Q
24. P×Q	24. B×P ch
25. K Kt 2	25. R×R
26. R×R	26. B R 5
27. K R 3	27. B Q, and the game

was abandoned as a draw.

NOTES.

(*a*) There was no other course open; for if Castles or Q to K 2d, or Q to Q 2d, in every case, White could have effectively replied with B to R 3d.

(*b*) Played with Mr. M.'s usual accuracy and judgment; taking the Pawn with Queen checking would have been decidedly inferior, as Black would have interposed his Queen, and afterwards the advanced Queen's Pawn might have proved embarrassing.

(*c*) A good move; it paves the way for Castling.

(*d*) Black played correctly here. Had he taken Pawn with Knight, White would have returned the compliment, and got thereby a much better position.

(*e*) A very good move; for while it brings the Queen into a more attacking position, it defends the King's Pawn, and threatens that of the adversary on the Queen's file.

(*f*) Such accuracy, when playing blindfold, is truly marvellous; many fine players would, we believe, have moved Kt to Q B 6th, which looked threatening, and if the Kt had been captured, would have been potent enough; but Morphy, no doubt, foresaw the reply of Kt to Kt 5th, which would have quite turned the tables.

(*g*) Black played all this very carefully and well.

(*h*) This seems the correct move, on a cursory examination of the position, but Mr. Medley has pointed out to us that he ought rather to have played B×P ch, and we quite concur with him in the opinion. Suppose:

	22. B×P ch
23. K R (best)	23. B×P

24. R K Kt	24. R × Kt
25. R × R	25. Q B 6 ch
26. K R Kt 2	26. B K 8, with a fine game.

He could not have played Kt Kt 7 on 22d move, *e. g.* :

	22. Kt K 7 ch
23. K Kt 2	23. Q × Q
24. Kt × Q	24. Kt × B P
25. Kt × B ch	25. P × B

26. R Q B, winning the Knight.

A diagram is given of the position previous to this 22d move of Black.

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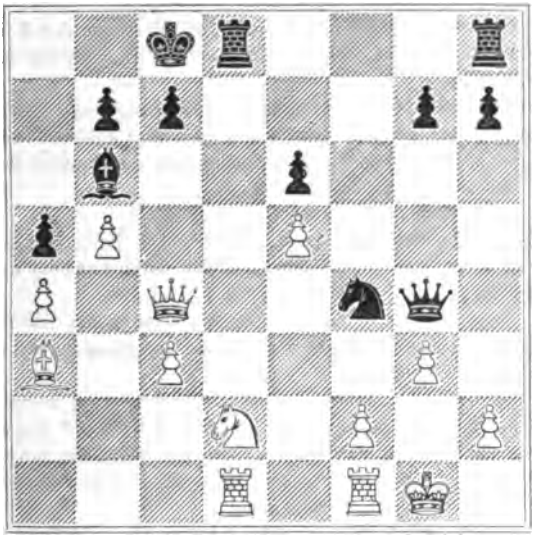

WHITE.

(*i*) Best; for if the Rook had been taken, he would have lost the Queen on the move.

TABLE VII.—(KING'S KNIGHT'S GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Jones.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. Kt K B 3	3. P K Kt 4
4. B B 4	4. P Kt 5
5. P Q 4	5. Q K 2
6. Castles	6. P×Kt
7. Kt B 3	7. P Q B 3
8. Q×P	8. B Kt 2
9. B×P	9. B×P ch
10. K R	10. B Kt 2
11. P K 5	11. B R 3
12. Kt K 4 (*a*)	12. P Q 4
13. P×P en passant	13. Q B
14. Q R K	14. B K 3
15. B×B (*b*)	15. P×B
16. Q R 5 ch	16. K Q 2 (*c*)
17. Kt B 5 ch	17. K B
18. B×B	18. Kt B 3
19. Q K 5	19. Q Kt Q 2
20. Kt×Kt	20. Q×B
21. R×Kt	21. Q R 5
22. Kt B 5, and wins.	

NOTES.

(*a*) The attack is now overwhelming.

(*b*) It evidently makes no difference to Mr. Morphy, whether he plays with board and men before him or not. He almost invariably, in both cases, selects the best move.

(*c*) Interposing the Queen would have been fatal, as White in reply would have moved P Q 7 ch, &c. We give a diagram, showing the

situation of the forces previously to White's checking on his sixteenth move.

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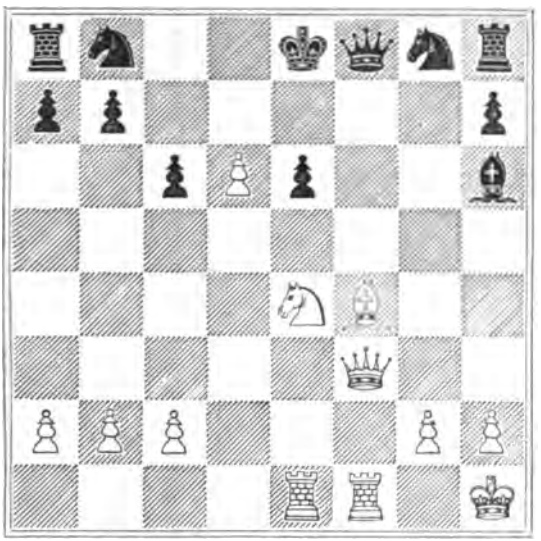

WHITE.

TABLE VIII.—(TWO KNIGHTS' GAME.)

White.—Mr. Morphy.	*Black.*—Mr. Maude.
1. P K 4	1. P K 4
2. B B 4	2. Kt K B 3
3. Kt K B 3	3. Kt B 3
4. Kt Kt 5	4. P Q 4
5. P×P	5. Kt Q R 4
6. P Q 3 (*a*)	6. P K 5

7. Q K 2	7. Q K 2
8. Kt×K P	8. Kt×Kt
9. P×Kt	9. Q Kt 5 ch
10. Kt Q 2	10. Kt×B
11. Q×Kt	11. Q Kt 3
12. Castles	12. B Q 2
13. P Q R 4	13. P Q B 3
14. Kt B 3	14. B Q 3
15. B K 3	15. Q B 2
16. Q Q 4	16. P B 3
17. P B 4	17. P Q B 4
18. Q Q 3	18. B K Kt 5
19. Kt Q 2	19. B×P ch
20. K R	20. B B 5
21. P K Kt 3	21. B×B
22. Q×B	22. K Q 2
23. P K B 4	23. P Q Kt 3 (*b*)
24. P K 5	24. P B 4
25. Kt B 3	25. B×Kt
26. Q×B	26. P K R 4
27. Q R Q	27. Q Q
28. P Q 6	28. R Q Kt
29. K R K	29. R R 3
30. P K 6 ch (*c*)	30. R×P
31. R×R	31. K×R
32. Q Q 5 ch	32. K B 3
33. R K	33. P Kt 3
34. R K 7, and wins.	

NOTES.

(*a*) The German *Handbuch* recommends this move.

(*b*) Q R K would have been the correct play.

(*c*) The winning move, finishing the game neatly and skilfully. The position of the forces previous to the move of Mr. Morphy is shown in the accompanying diagram.

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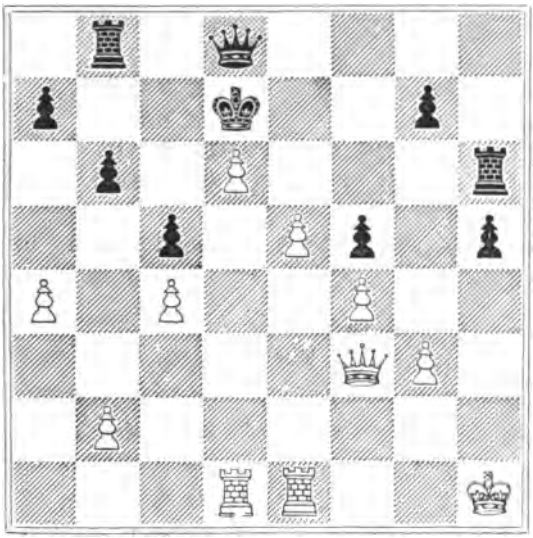

WHITE.

BLINDFOLD PLAY AT THE ST. GEORGE'S CHESS CLUB, LONDON.

These games were played at the St. George's Club on Wednesday, the 20th of April, 1859, between the hours of 2 and half past 6, P. M., after which a banquet was held in honor of Mr. Morphy. The American champion was on this, as on former occasions, opposed by eight strong players: Lord Cremorne, Captain Kennedy, Mr. H. G. Cattley, Lord Arthur Hay, Mr. Worrall, Mr. Cunningham, Mr. Thrupp, and Mr. Barnes. Mr. Morphy scored five games, and three were drawn, as the banquet prevented their termination in any other way.

TABLE I.—(KING'S GAMBIT DECLINED.)

White.—MR. MORPHY.	*Black.*—LORD CREMORNE.
1. P K 4	1. P K 4
2. P K B 4	2. B B 4
3. Kt K B 3	3. Kt Q B 3
4. P Q Kt 4 (*a*)	4. B×P
5. P B 3	5. B R 4

6. B B 4	6. B Kt 3
7. P Q 4	7. P×Q P
8. P×P	8. P Q 3
9. B Kt 2	9. P B 3
10. P B 5 (*b*)	10. Q K 2 (*c*)
11. Castles	11. B Q 2
12. Kt B 3 (*d*)	12. Castles Q R
13. R K	13. Q K
14. Kt Q 5	14. P Kt 3
15. Kt×B ch	15. R P×Kt
16. Q R 4	16. Kt R 4 (*e*)
17. Q R 3	17. P B 3
18. B Q 3	18. Q B (*f*)
19. B B 3 (*g*)	19. K B 2
20. B×Kt	20. R R
21. B×P ch	21. K×B
22. Q R Kt ch	22. K B 2
23. Q Kt 3 (*h*)	23. R Kt
24. Q Kt 6 ch	24. K B
25. B R 6 (*i*)	25. Kt K 2
26. P K 5 (*k*)	26. Q P×P
27. B×P ch	27. R×B
28. Q×R ch	28. K Q
29. P×P, and wins.	

NOTES.

(*a*) A move first adopted by the editor in his match with Harrwitz; it leads to most interesting positions.

(*b*) A very good move, and one that so hampers Black's game as to render the development of his pieces a matter of much difficulty.

(*c*) Had his lordship, with the intention of breaking up the Pawns, played P Kt 3, White, in replying P Kt 4, would have maintained his superior position. Neither would Kt R 3 have availed more for the second player.

(*d*) Preparing to post the Knight at Q 5, and thus get rid of the adverse King's Bishop, which commands an important diagonal.

(*e*) Kt Kt would, perhaps, have been better.

(*f*) K B 2 would have been bad, on account of the forcible rejoinder of P K 5, &c.

(*g*) Placing Black's game in an irrecoverably lost position.

(*h*) As this is all played blindfold, the accuracy shown is most astonishing.

(*i*) Finely played again. We give a diagram of this interesting position.

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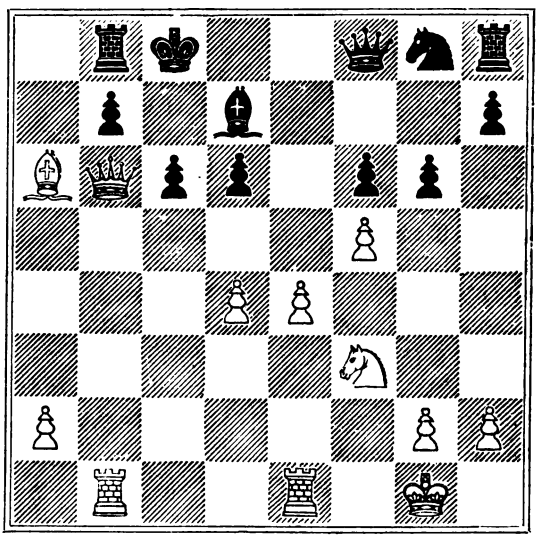

WHITE.

(*k*) Q R 7 might also have been played with much effect, *e. g.* :

26. Q R 7 26. K B 2 *

27. B × P, winning in a few moves.

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* We see nothing better if,

26. P Q 4

27. B×P ch 27. K B 2 or A

28. B B 8, disc. ch and mating in two moves.

TABLE II.—(EVANS' GAMBIT.)

White.—Mr. Morphy.	*Black.*—Captain Kennedy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B B 4
6. Castles	6. P Q 3
7. P Q 4	7. P×P
8. P×P	8. B Kt 3
9. P Q 5	9. Q Kt K 2 (*a*)
10. P K 5	10. Kt Kt 3
11. P K 6	11. P×P
12. P×P	12. K Kt K 2
13. Kt B 3 (*b*)	13. P B 3 (*c*)
14. Kt K Kt 5	14. Kt K 4
15. B K B 4 (*d*)	15. P Kt 3
16. Kt B 7	16. Castles (*e*)
17. B×Kt (*f*)	17. R×Kt
18. P×R ch	18. K B
19. B×P	19. B K Kt 5
20. Q Q 2	20. P K Kt 4
21. Q R K, and wins.	

NOTES.

(*a*) We do not commend this move, preferring Kt R 4.

(*b*) Kt Kt 5 is not so good as it seems; the move adopted is infinitely stronger.

(A)

	27. R×B
28. Q R 8 ch	28. K B 2
29. R×R ch	29. K Q 3
30. Q R 3 ch, and mates next move.	

(*c*) We should have chosen to castle in preference, as this move leads Black into great difficulties.

(*d*) A very pleasing conception.

(*e*) He had no resource but to sacrifice the Queen.

(*f*) All very finely played; the diagram shows the position of the pieces previous to this move.

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WHITE.

TABLE III.—(RUY LOPEZ KNIGHT'S GAME.)

White.—Mr. Morphy.	*Black.*—Mr. Cattley.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B Kt 5	3. P Q R 3

4. B R 4	4. Kt B 3
5. Castles	5. B K 2 (*a*)
6. Kt B 3 (*b*)	6. P Q 3
7. P Q 4	7. P Q Kt 4
8. B Kt 3	8. B Kt 5
9. P Q 5	9. Kt Q 5
10. B K 3	10. Kt×B (*c*)
11. R P×Kt	11. Castles
12. P R 3	12. B R 4
13. P Q Kt 4	13. Q Q 2
14. K R 2	14. P B 3
15. P×P	15. Q×P
16. B Kt 5	16. K R K
17. B×Kt	17. B×B
18. P K Kt 4	18. B Kt 3
19. Q Q 3	19. B K 2
20. K R Q	20. K R Q B
21. R R 3	21. Q B 5
22. K R Q R	22. P Q 4 (*d*)
23. Kt×Q P	23. B×Kt P
24. Q×Q	24. R×Q
25. R×P	25. R×R
26. R×R	26. P R 3
27. P B 3	27. B Q B 4
28. Kt×P	28. R×K P
29. Kt Q 7	29. R R 5 (*e*)
30. Kt×B	30. R×R
31. Kt×R, and wins.	

NOTES.

(*a*) When White plays 5. P Q B 3, the correct reply is 5. P Q Kt 4; but now White has castled, that answer would be bad, *e. g.*:

	5. P Q Kt 4
6. B Kt 3	6. P Q 4

7. P × P	7. Kt × P
8. R K	8. B K Kt 5*
9. P K R 3	9. B × Kt
10. Q × B, with a won game.	

(*b*) This prevents the Pawn from being advanced to Queen's 4th, and is the proper move.

(*c*) We should rather have taken Kt with Kt.

(*d*) Care and accuracy were requisite from both combatants at this stage of the game. We represent the position after Black's twenty-second move.

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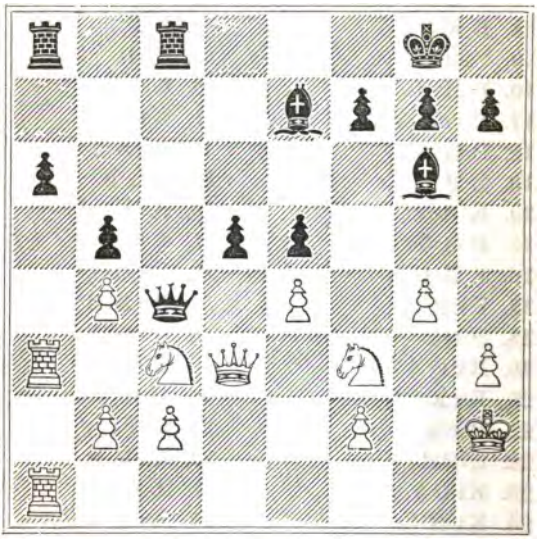

WHITE.

(*e*) An error; but the game was previously lost, White having a Pawn ahead and a better position.

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* If 8. P K B 3.
9. P Q 4, &c.

TABLE IV.—(KING'S GAMBIT DECLINED.)

White.—Mr. Morphy.	*Black.*—Lord Arthur Hay.
1. P K 4	1. P K 4
2. P K B 4	2. P Q 4
3. P×Q P	3. P K 5
4. Kt Q B 3	4. P K B 4
5. B B 4	5. Kt K B 3
6. K Kt K 2	6. B Q 3
7. P Q 4	7. Castles
8. B K 3	8. K R
9. Castles	9. P B 3
10. P×P	10. Kt×P
11. P Q R 3	11. P Q R 3
12. Q Q 2	12. Kt K 2
13. B R 2	13. P Q Kt 4
14. Kt Q	14. Kt Kt 3
15. P Q Kt 3	15. P Q R 4
16. P B 4	16. P×P
17. P×P	17. B×R P
18. P Q 5	18. Q Q 3
19. Kt Q 4	19. B B 4
20. Kt Kt 4	20. Q Kt 3
21. B×B	21. Q×B
22. Q Q 4	22. Q×Q ch
23. Kt×Q	23. R Q (*a*)
24. Kt K 3	24. Kt K 2 (*b*)
25. K R Q	25. R R 3
26. Q R Kt (*c*)	26. P Kt 3
27. P B 5	27. Kt×P
28. Kt×Kt	28. Kt×Kt
29. Kt Kt 5 (*d*)	29. R Q B 3 (*e*)

30. R×Kt 30. R×R
31. B×R 31. R×P

32. B R 2, and Lord Arthur's proposition to draw was accepted.

NOTES.

(*a*) Played probably with the view of stopping the advance of either the Queen's or Queen's Bishop's Pawn.

(*b*) This was judicious, as it checked the progress of the Q B P, which, if allowed to march on, would have proved irresistible.

(*c*) Well played, insuring the effective advance of the Bishop's Pawn.

(*d*) Gaining a piece.

(*e*) Any attempt to save the piece would have been vain; for if B K 3, Kt B 7 gains a clear piece; and if B Kt 2, White's reply of Kt B 3 would have proved decisive.

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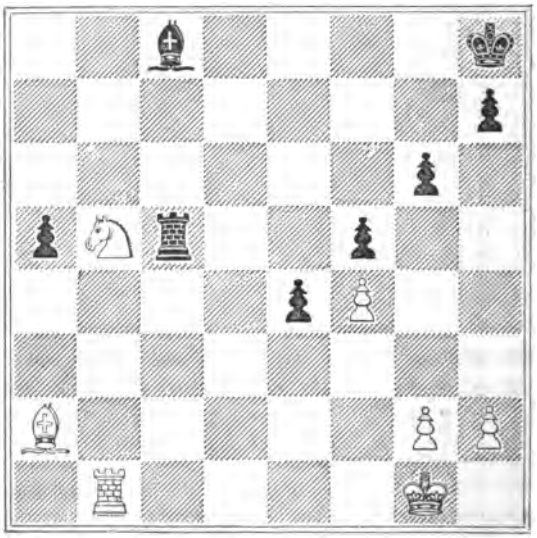

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TABLE V.—(KING'S KNIGHT'S OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Worrall.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. P K B 4 (*a*)
4. P Q 4	4. P Q 3
5. P×K P	5. Q P×P (*b*)
6. Q×Q ch	6. K×Q
7. B Kt 5 ch	7. Kt B 3
8. Kt B 3	8. B Q Kt 5
9. Castles Q R ch	9. B Q 3
10. K R K	10. P K R 3
11. B×Kt ch	11. P×B
12. Kt Q Kt 5	12. K K 2
13. Kt K R 4 (*c*)	13. R Q
14. P×P	14. K K
15. R K 3	15. R Q 2
16. R K Kt 3	16. Kt K 2
17. B K 6	17. P K 5
18. B×R ch	18. B×B
19. R×B	19. B×Kt
20. R×P, and wins.	

NOTES.

(*a*) The Mexican amateur dislikes a close opening or a dull Giuoco Piano, and invariably looks for an opportunity of making the game lively and interesting. Hence, no doubt, this move.

(*b*) If B P × P, White would have replied with Q Q 5, and subjected Black to a very embarrassing attack.

(*c*) The game of the second player, as will be gathered from the diagram, is now quite indefensible. (See page 202.)

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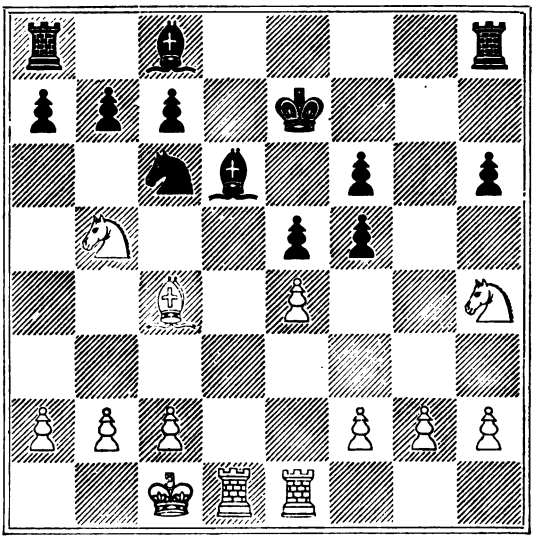

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TABLE VI.—(GIUOCO PIANO.)

White.—Mr. Morphy.	*Black.*—Mr. Cunningham.
1. P K 4	1. P K 4
2. B B 4	2. B B 4
3. P Q B 3	3. Kt Q B 3
4. Kt K B 3	4. Kt B 3
5. P Q 4	5. P×P
6. P K 5	6. Q K 2 (*a*)
7. Castles	7. Kt K Kt
8. P×P	8. B Kt 3

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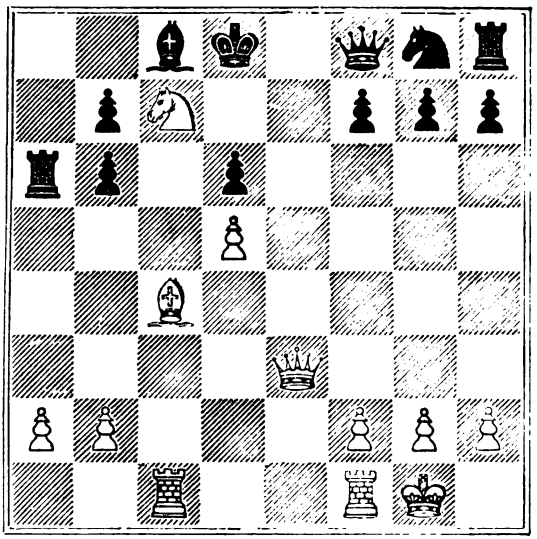

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9.	P Q 5	9.	Q Q B 4
10.	Kt R 3	10.	Kt Q 5
11.	B K 3	11.	Kt×Kt ch
12.	Q×Kt	12.	Q K B (*b*)
13.	B×B	13.	R P×B
14.	Kt Kt 5	14.	K Q
15.	Q R Q B (*c*)	15.	P Q 3
16.	P×P	16.	P×P
17.	Q K 3	17.	R R 3
18.	Kt B 7	18.	Q K 2
19.	Kt K 6 ch (*d*)	19.	P×Kt
20.	B×R	20.	B Q 2
21.	B Q Kt 5	21.	K K

22. P×P 22. Kt B 3
23. R B 8 ch, and wins.

NOTES.

(*a*) A bad move; he should have played P Q 4.

(*b*) There was no other square open to the Queen; had she been posted elsewhere, P Q 6 would have rendered Black's game hopeless.

(*c*) From this point to the end Mr. Morphy plays dashingly and brilliantly. The combination of which this move is the commencement, shows depth and soundness to a surprising extent.

(*d*) Well followed up. The diagram marks the position after White's eighteenth move. (See page 203.)

TABLE VII.—(KING'S GAMBIT DECLINED.)

White.—Mr. Morphy.	*Black.*—Mr. Thrupp.
1. P K 4	1. P K 4
2. P K B 4	2. P Q B 4
3. Kt K B 3	3. P Q 3
4. B B 4	4. Q B 3 (*a*)
5. Kt B 3	5. B K 3 (*b*)
6. B Kt 5 ch	6. Kt B 3
7. P B 5	7. B Q 2
8. Castles	8. Q Q
9. P Q 3	9. B K 2
10. P K Kt 4	10. P K R 3
11. B K 3	11. Kt Q 5
12 B×B ch	12. Q×B
13 Kt Q 5	13. Kt K B 3
14. Kt×Kt ch	14. B×Kt
15. P B 3	15. Kt B 3
16. P B 4	16. P K Kt 4

17. Kt Q 2	17. P Kt 3
18. Kt Kt	18. Kt K 2
19. Kt B 3	19. P R 3
20. R Q Kt	20. Q B 3
21. P Kt 4	21. K Q 2
22. Kt Q 5	22. Kt×Kt (*c*)
23. B P×Kt	23. Q B 2
24. P×P	24. Kt P×P
25. Q R 4 ch	25. K K 2
26. R Kt 3	26. K R Q Kt
27. K R Kt	27. R×R
28. Q×R	28. K B
29. Q Kt 7	29. Q×Q
30. R×Q	30. B K 2

31. K B, and the game was declared drawn.

NOTES.

(*a*) It is rarely, if ever, advisable to play the Queen thus early in the game. Her position is not a good one either for attack or defence, and she is often subjected to a most embarrassing attack here.

(*b*) Taking Pawn with Queen, would clearly have been bad.

(*c*) Compulsory, as by retreating the Bishop to Kt 2 White would win a piece by P B 6th.

TABLE VIII.—(PETROFF'S DEFENCE.)

White.—Mr. Morphy.	*Black.*—Mr. Barnes.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt K B 3
3. Kt×P	3. P Q 3
4. Kt K B 3	4. Kt×P
5. P Q 4	5. P Q 4

6. B Q 3	6. B Q 3
7. Castles	7. Castles
8. P Q B 4 (*a*)	8. Kt K B 3 (*b*)
9. B Kt 5	9. B K 3
10. Q Kt 3	10. P×P
11. B×P (*c*)	11. B×B
12. Q×B	12. Kt B 3
13. Kt B 3	13. P K R 3
14. B R 4	14. P K Kt 4
15. B Kt 3	15. Q Q 2
16. Kt K 5	16. Q K 3
17. Q×Q	17. P×Q
18. Kt×Kt	18. P×Kt
19. K R K (*d*)	19. K R K
20. Q R B	20. Q R Kt
21. P Kt 3	21. R K 2
22. Kt R 4	22. R Kt 5
23. B K 5	23. B×B
24. P×B	24. Kt Q 4
25. R×P	25. R Q 5
26. R B 2	26. Kt Kt 5
27. Q R K 2	27. Kt Q 6 (*e*)
28. R Q 2	28. R×Kt
29. R×Kt	29. R×P
30. R Q B	30. R B 2

31. P B 3, and the game was declared drawn.

NOTES.

(*a*) According to Jænisch, in his "Analyse Nouvelle," neither party can improve upon the moves adopted up to this point.

(*b*) In the work just mentioned, P Q B 4 is recommended here.

(*c*) If the Queen had taken the Knight's Pawn, it is clear that, to save her, White must have submitted to the loss of a piece, *e. g.*:

11. Q × Kt P	11. B Q 4
12. B × Kt *	12. P × P
13. Q Kt 5	13. P × B, &c.

(*d*) White has now somewhat the better game, as Black's Pawns are evidently weak.

(*e*) With correct play on both sides, the game from this position, which may be examined from the diagram, ought to be drawn.

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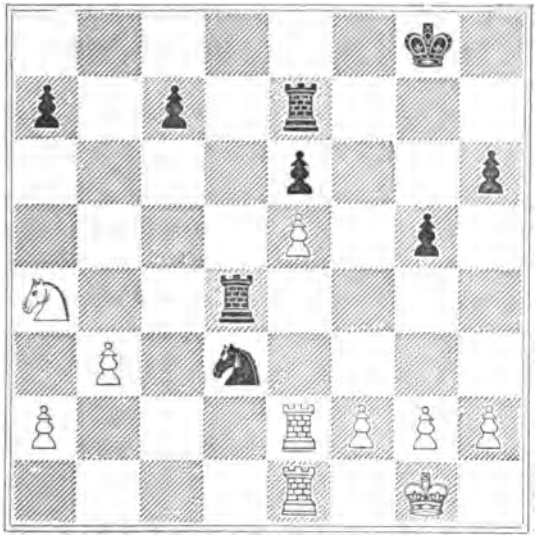

WHITE.

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* If 12. Q×B 12. B×P ch, and wins the Queen.

BLINDFOLD GAMES IN PARIS.

The following games were played about the end of September, 1858, at the Café de la Régence, in Paris. Mr. Morphy contending simultaneously against Boucher, Bierwirth, Bornemann, Guibert, Lequesne, Potier, Preti, and Seguin. The triumph of the American champion was as complete on the second as on the first blindfold encounter with European antagonists; Lequesne and Preti drew their games; all the rest were won by Mr. Morphy.

TABLE I.—(PHILIDOR'S DEFENCE.)

White.—Mr. Morphy.	*Black.*—Mr. Boucher.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 3
3. P Q 4	3. P×P
4. Q×P	4. Kt Q B 3
5. B Q Kt 5	5. B Q 2
6. B×Kt	6. B×B
7. B Kt 5	7. P B 3
8. B R 4	8. Kt R 3 (*a*)

9. Kt B 3	9. B K 2
10. Castles K R	10. Castles
11. Q B 4 ch	11. K R
12. Kt Q 4	12. Q Q 2
13. Q R Q	13. R B 2 (*b*)
14. P B 4 (*c*)	14. P R 4
15. P B 5	15. K R B (*d*)
16. Kt K 6 (*e*)	16. R K Kt
17. P R 4	17. Kt Kt 5
18. Q K 2 (*f*)	18. Kt K 4
19. B Kt 3	19. Q B (*g*)
20. B×Kt	20. Q P×B
21. R B 3 (*h*)	21. B Q 2
22. R R 3	22. P R 3 (*i*)
23. Q Q 2 (*k*)	23. K R 2 (*l*)
24. Q×B	24. B Q 3
25. R×P ch (*m*)	25. K×R
26. R Q 3	26. K R 4
27. Q B 7 ch, and wins.	

NOTES.

(*a*) It is a question to which square this Knight should be played here, to the one in the text or to K 2. Much may be said in favor of both; but when played to R 3, it can be brought back to B 2 and castling effected; while if to K 2, with the object of posting it at Kt 3, a diagonal is left open which will render castling a less easy matter. The relative merit, however, of the two moves can only be determined by frequently testing them in actual play.

(*b*) Played, it would seem, with a view of occupying the square vacated with the Queen's Rook, though we do not see that Black's position would thereby have been much improved.

(*c*) In recording games played by Mr. Morphy, we have been much struck by the skill and judgment with which he invariably times the

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advance of the K B P after castling. An immediate advantage is generally apparent. Here it allows the K R to be brought to bear on the adversary's intrenchments.

(*d*) The advance of the K B P by White effectually prevented Black from carrying out his original plan of bringing Q R K B, on account of Kt K 6; and this retreat of the K R was no doubt caused by Mr. Boucher's wish to bring his Kt into play, which he now could not do without leaving this Rook *en prise*.

(*e*) White has now a fine game.

(*f*) Mr. Morphy exhibits the true spirit of chess. From the commencement of the game he makes such a disposition of his pieces, that, after serving his purpose to the utmost in their original position, they are brought at once, and without the least loss of time, to bear on another weak point of the adversary's game. The move in the text is a fair proof of the truth of the assertion; for the Queen, after having for some-

time maintained a position of importance, is now brought back and becomes even more powerful than before. This move is the commencement of a very masterly combination.

(*g*) To get rid of the Knight by playing B Q 2, and to allow the Q P to take the Bishop if his Knight were captured.

(*h*) The key move to a combination of surprising merit, when it is remembered that it takes place in a game contested simultaneously with seven others against strong players, and all without sight of board or men. The diagram that follows shows the position of the pieces at this interesting point. (See page 210.)

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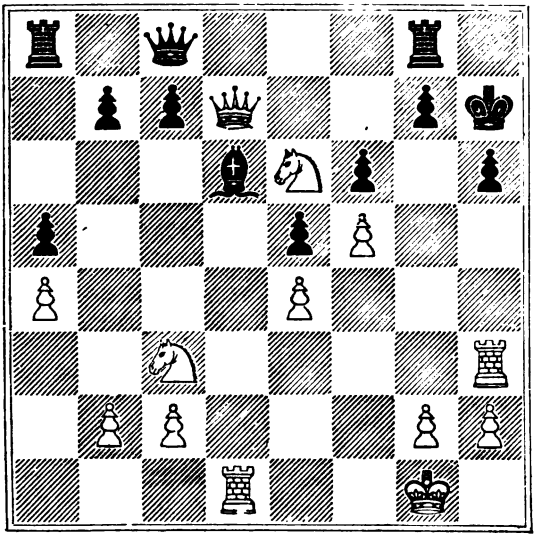

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(*i*) If R K, White would have won as follows:

	22. R K
23. Q K R 5	23. P K R 3

24. Kt×Kt P	24. B B *
25. Q×R P ch	25. K Kt
26. Q R 7 ch	26. K B 2, and White mates in

two moves.

(*k*) Followed up with real spirit.

(*l*) To save the threatened mate.

(*m*) We give a diagram again of the position, which deserves the student's best examination. Mr. Morphy's play here is a wonderful exhibition of brilliancy and correctness. (See page 211.)

TABLE II.—(IRREGULAR OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Bierwirth.
1. P K 4	1. P K 3
2. P Q 4	2. P Q B 3 (*a*)
3. B Q 3	3. P Q 4
4. P×P	4. K P×P
5. Kt K B 3	5. B K Kt 5
6. Castles	6. B Q 3
7. P K R 3	7. B R 4
8. B K 3	8. Kt Q 2
9. R K	9. Kt K 2
10. Q Kt Q 2 (*b*)	10. B×Kt
11. Kt×B	11. P K R 3 (*c*)
12. Q Q 2	12. Q B 2
13. P B 4	13. P×P
14. B×P	14. P K B 4
15. Kt K 5	15. Castles Q R (*d*)
16. B K 6 (*e*)	16. B×Kt
17. P×B	17. K Kt

* We see no better move; for if K Kt, White would win with R h. Kt 3.

18. Q B 3 (*f*)	18. Kt Q Kt 3
19. Q R 3	19. Q Kt Q B
20. Q R B	20. P K Kt 4
21. P B 4	21. P×P
22. B×P	22. R Q 5
23. Q K 3	23. R K 5
24. Q K B 3	24. Q Kt 3 ch
25. K R 2	25. R×R
26. R×R	26. Q Kt 5
27. R K 2	27. Kt K Kt 3
28. B Q 2	28. Q Kt 4
29. B×Kt	29. R×B
30. B×P	30. R R
31. B Kt 7	31. R R 2
32. B B 6	32. R K B 2
33. Q R 5	33. Kt B 5

34. Q R 8 ch, and Black surrendered.

NOTES.

(*a*) M. Bierwirth probably opened his game thus irregularly (as other of Mr. Morphy's opponents did when he was playing blindfold) in the hope of puzzling his antagonist; but the end was far from being attained.

(*b*) White, at this early stage of the game, has all his pieces well in play.

(*c*) A proper measure of precaution, as both the Knight and Bishop are thus prevented from being placed at King's Knight's fifth.

(*d*) The advantage to be gained by taking the Knight was more apparent than real; for if he take with the Bishop, then follows:

16. P×B	16. Kt×P
17. P K 6	17. R Q
18. Q B 3	18. Q Q 3

19. B B 5, and must win; and if with the Knight, then—

16. P×Kt	16. B×P
17. B B 5	17. R Q (best)
18. Q K 2	18. B K B 3 (best)

19. Q K 6	19. R Q 2 (best) *
20. Q R Q	20. R Q 4 †
21. B × R	21. P × B
22. B × Kt	22. B × B
23. R Q B, and wins.	

(*e*) Kt B 7 was so natural a move, that almost every other player but Mr. Morphy would have adopted it. He, however, though blindfold, sought for a move even still more attacking, and found one that gave him an advantage so great, that no after skill on the part of his opponent could wrest it from him.

(*f*) Very well played; not only maintaining the Pawn, but enabling him to play Q R 3.

---

* If

	19. R K B
20. B × Kt	20. B × B
21. Q Kt 6 ch	21. K Q 2
22. B Q 6 ch, winning.	

† We see no better move; for if 20. K Q, then B × Kt ch, and wins; and if 20. R K B, then B Q 6, with an excellent game; and lastly, if 20. R × R, the Rook retakes, and when Black plays R K B, White replies with B × Kt, and wins. We add a diagram of the position, that the student may more easily examine the different variations.

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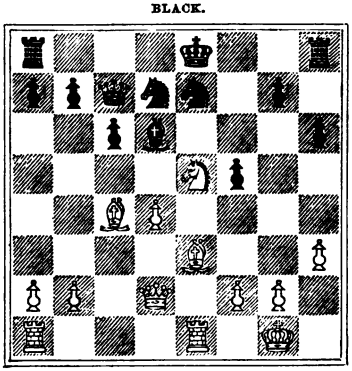

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TABLE III.—(KING'S GAMB

White.—Mr. Morphy.	*Black.*-
1. P K 4	
2. P K B 4	
3. Kt K B 3	
4. P Q B 3	
5. B B 4	
6. P×P	
7. Q×B	
8. P Q 3	
9. B K Kt 5	
10. Kt Q 2	10
11. Castles Q R	11
12. Kt B (*b*)	12
13. Kt K 3 (*c*)	13
14. B R 4	14
15. B K Kt 3	15
16. Kt Q 5	16
17. P Q 4 (*e*)	17
18. P×P (*f*)	18
19. K R B	19
20. B Kt 3	20
21. Q K 3	21
22. P×P	22
23. Kt Kt 6 ch (*h*)	23
24. B K 6 (*i*)	24
25. R B 7	25
26. K Kt (*k*)	26
27. R B ch	27
28. B×Q ch	28

29. P Q 5 (*l*)	29. Kt B 3
30. P×Kt	30. R×Q
31. P×R ch, and wins.	

NOTES.

(*a*) Black must take the Knight; for if P × P, White replies with B × P ch, &c.

(*b*) This is a good move; for when the Kt comes to K 3, it can be played either to Q 5, or K B 5, with great advantage.

(*c*) To have taken B P with B would have been dangerous.

(*d*) He could not exchange Knights without losing his King's Pawn.

(*e*) Remarkably well played, securing a free file for the Queen's Rook and opening the diagonal for Q B to attack the King's position. The

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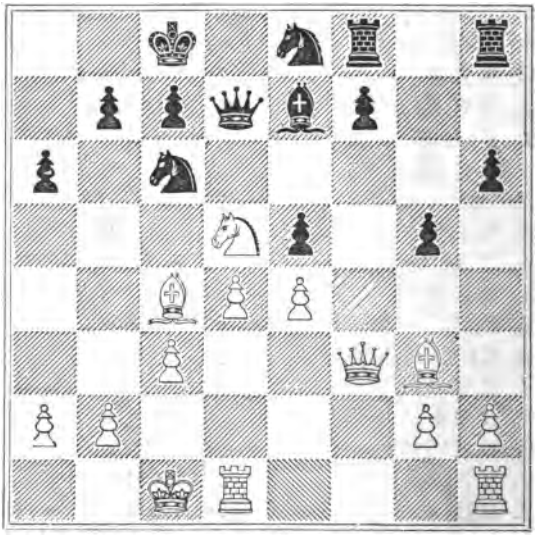

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accompanying diagram shows the situation of the forces after this move on the part of White.

(*f*) B × Q B P would also have been a powerful reply, as a check would have been threatened to both King and Queen.

(*g*) This was a very unadvisable step, and one by which his game is terribly compromised.

(*h*) Taking due advantage of the imprudent advance of the K B P.

(*i*) If White had taken Rook instead, Black would have saved his Queen with R K. It is evident that if, on Rook taking Rook, the Queen had retaken, mate would have followed in two moves.

(*k*) All this is astonishingly well played, when we consider that it is played blindfold, and with so many other games on hand at the same time.

(*l*) The position of the pieces after White's 29th move.

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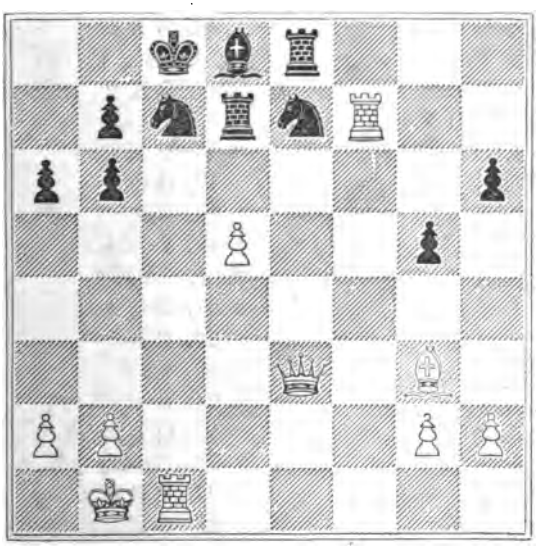

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TABLE IV.—(IRREGULAR OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Guibert.
1. P K 4	1. P Q 4 (*a*)
2. P×P	2. Q×P
3. Kt Q B 3	3. Q Q
4. P Q 4	4. P K 3 (*b*)
5. Kt B 3	5. B Q 3
6. B Q 3	6. Kt K 2
7. Castles	7. P K R 3
8. B K 3	8. P Q B 3
9. Kt K 5 (*c*)	9. Kt Q 2
10. P B 4	10. Kt B 3
11. Kt K 4	11. Kt B 4
12. B B 2	12. B B 2
13. P B 3	13. Kt Q 4
14. Q B 3	14. Q K 2
15. Q R K	15. B×Kt
16. Q P×B (*d*)	16. P K R 4
17. B B 5	17. Q Q
18. Kt Q 6 ch	18. Kt×Kt
19. B×Kt (*e*)	19. P K Kt 3
20. Q Kt 3	20. Kt K 2
21. R Q	21. B Q 2
22. R Q 2	22. P R 5
23. Q Kt 4	23. Kt B 4
24. B×Kt	24. K P×B (*f*)
25. Q B 3	25. Q Kt 3 ch
26. K R	26. Castles Q R
27. P B 4 (*g*)	27. P R 6
28. P K Kt 3	28. B K 3
29. Q Q B 3	29. R Q 2

30. K R Q	30. P B 4
31. K Kt	31. K R Q
32. Q R 3	32. P R 3
33. B×P	33. Q B 3
34. B Q 6	34. P B 3
35. R Q 5 (*h*)	35. B×R
36. R×B	36. R×B
37. P×R	37. K Kt
38. Q Q 3	38. R×P
39. Q Q 2	39. R×R
40. P×R	40. Q B 4 ch
41. K B	41. Q B 5 ch
42. K B 2	42. Q B 4 ch, and the game was declared drawn.

NOTES.

(*a*) A move that Staunton adopted against Löwenthal at the Birmingham Meeting, but one that we cannot at all recommend.

(*b*) Already Black's game is cramped. This shuts in his Queen's Bishop.

(*c*) Enabling him at once to throw up the K B P; a move that, as we have before remarked, Mr. Morphy takes the earliest opportunity of making.

(*d*) Better than taking with the B P, as now he can either play B B 5 or P K Kt 4 with effect, and it is impossible to stop both attacks.

(*e*) The Bishop thus posted looks invincible.

(*f*) More judicious than capturing with Kt P, as Q K Kt 7 would have proved an embarrassing reply.

(*g*) We should have preferred playing P K R 3; for an examination of the diagram subjoined will show that it was only through being permitted to push P R 6 that Black gained the chance of drawing. (See page 220.)

(*h*) A most ingenious conception, and one that would have insured victory, had not his King been so exposed that he could not exchange off the Rooks when he desired it.

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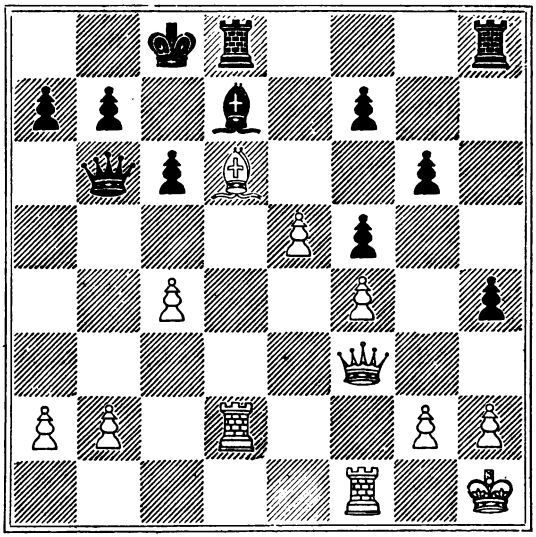

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TABLE V.—(SICILIAN OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Preti.
1. P K 4	1. P Q B 4
2. P Q 4	2. P×P
3. Kt K B 3	3. P K 4 (*a*)
4. B Q B 4	4. B Q Kt 5 ch (*b*)
5. P B 3	5. P×P
6. P×P	6. B B 4 (*c*)
7. Kt×P	7. Q B 3 (*d*)
8. B×P ch	8. K B

9. Kt Q 3	9. B Kt 3 (*e*)
10. B Kt 3	10. P Q 3
11. B R 3	11. Kt B 3 (*f*)
12. Castles	12. Kt R 3
13. P K 5 (*g*)	13. Q Kt 3
14. Kt B 4	14. Q Kt 5
15. Kt K 6 ch (*h*)	15. B×Kt
16. Q×P ch	16. K B 2
17. Q Q 7 ch (*i*)	17. K Kt 3
18. B×B	18. Q Kt 4 (*k*)
19. B Q 5 (*l*)	19. Kt×P
20. B K 4 ch	20. Kt B 4
21. Q K 6 ch	21. Q B 3
22. B×Kt ch	22. K R 4
23. P Kt 4 ch	23. Kt×P

24. B×Kt ch, and Black surrenders.

NOTES.

(*a*) This move first occurred in a game between Staunton and an amateur. See C. P. C., vol. iv., p. 35.

(*b*) According to Jaenisch this is much better than playing B Q B 4.

(*c*) Heydebrand considers this the best move.

(*d*) The German *Handbuch* prefers here Q B 2, a mode of play first adopted by Mayet in a game with Von der Lasa. See Berlin *Schachzeitung* for 1847, p. 27.

(*e*) Taking the Pawn with Bishop checking, would have been bad play, as White, after taking Bishop with Knight, would have immediately castled and opened a terrible attack upon the exposed King.

(*f*) To stop the advance of the King's Pawn.

(*g*) A very strong move, and one that leads at once to most interesting positions. White evidently castled with the intention of playing thus.

(*h*) This was more effective than capturing the Pawn with Queen, though that also would have been good play.

(*i*) The correct move to regain the piece and maintain the attack. The diagram shows the position of the forces before White's seventeenth move.

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(*k*) He would obviously have lost a piece by taking the Pawn with Knight.

(*l*) A fine move, terminating the game very speedily.

TABLE VI.—(PETROFF'S DEFENCE.)

White.—Mr. Morphy.	*Black.*—Mr. Potier.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt K B 3

3. B B 4 (*a*)	3. Kt×P
4. Kt B 3	4. Kt K B 3 (*b*)
5. Kt×P	5. P Q 4
6. B Kt 3	6. B K 2
7. P Q 4	7. P B 3
8. Castles	8. Q Kt Q 2
9. P B 4 (*c*)	9. Kt Kt 3
10. Q B 3	10. P K R 4
11. P B 5 (*d*)	11. Q B 2
12. B K B 4	12. B Q 3
13. Q R K	13. K B
14. Q Kt 3	14. P R 5 (*e*)
15. Kt Kt 6 ch (*f*)	15. K Kt (*g*)
16. B×B	16. P×Q
17. B×Q	17. P×Kt
18. B P×P	18. P×P ch
19. K R	19. B Kt 5
20. R K 7	20. Q Kt Q 2
21. B K 5	21. K B
22. R B 7 ch	22. K Kt
23. Kt×P (*h*)	23. P×Kt
24. B×P	24. Kt Kt 3

25. B Q Kt 3, and Black resigns.

NOTES.

(*a*) Should White play Kt B 3, Black would answer with B Kt 5. The game is then usually continued as follows:

3. Kt B 3	3. B Kt 5
4. Kt × P	4. B × Kt
5. Q P × B	5. P Q 3
6. Kt B 3	6. Kt × P
7. B Q 3	7. Kt K B 3 (best) *
8. Castles	8. Castles

and neither party can be said to have the slightest advantage.

* If 7. P Q 4
7. P B 4, with the better game.

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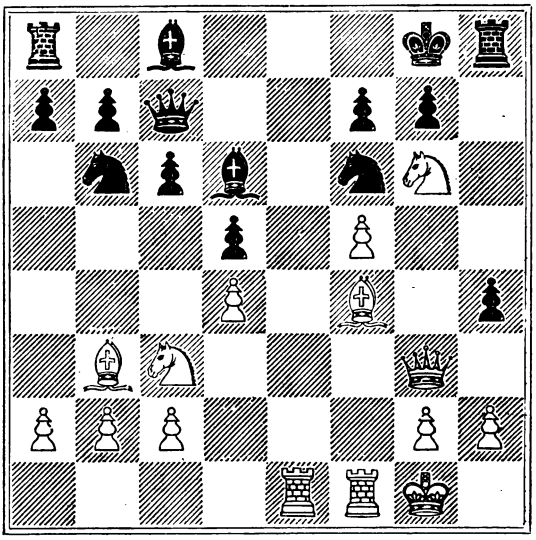

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(*b*) This move leads to an even game, as does also P Q 4, which Lichtenhein adopted against Morphy; but there is also Kt × Kt, from which spring several very interesting positions. Black's game is cramped thereby, and must remain so for a considerable time; but, in opposition to several very able authorities, we are of opinion that, if properly conducted, the defence, through the advantage of the Pawn, will most certainly win. In proof of this we submit the following variation:

	4. Kt × Kt
5. Q P × Kt	5. P K B 3
6. Kt R 4 or A	6. Q K 2
7. Q R 5 ch	7. K Q
8. Kt Kt 6	8. Q K
9. B Q 3	9. B K 2, winning a piece.

(A)

6. Castles	6. Q K 2

7. Kt R 4 7. P K Kt 3, followed by P Q B 3, with a good game.

(*c*) Playing his favorite move early in the game.

(*d*) The Queen's Bishop of second player is now completely hemmed in, and time must be lost in extricating it.

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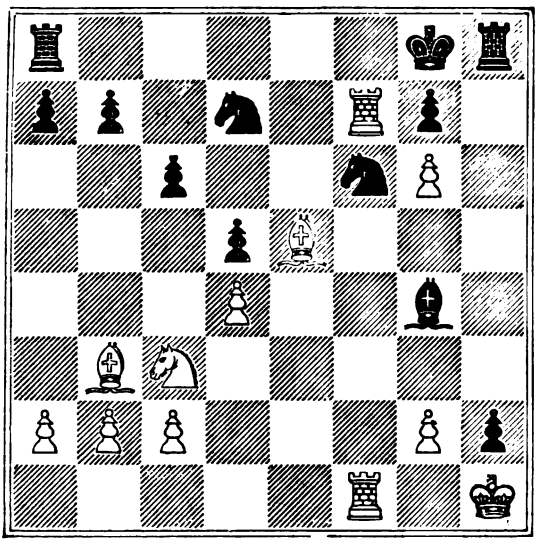

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(*e*) If Black had taken P with Q B, White would have checked with Kt at Kt 6, and gained an evident advantage.

(*f*) A most able move, frustrating at once all the combinations of his opponent.

(*g*) We annex a diagram, to show more clearly the relative position of the pieces at this moment. (See page 224.)

(*h*) One of those brilliant combinations for which Mr. Morphy has made himself so famous, and which occur with equal frequency in his

blindfold games as in those that he has conducted with board and men before him. We again give a diagram, showing the position. (See page 225.)

TABLE VII.—(IRREGULAR OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Lequesne.
1. P K 4	1. P Q Kt 3
2. P Q 4	2. B Kt 2
3. B Q 3	3. P K 3
4. Kt K R 3	4. Kt K 2
5. Castles	5. P Q 4
6. P K 5	6. K Kt B 3
7. P Q B 3	7. B K 2
8. P K B 4	8. P Kt 3
9. P K Kt 4	9. P K R 4
10. P×P	10. R×P
11. Q Kt 4	11. R R 5
12. Q Kt 3	12. K Q 2 (*a*)
13. Kt Q 2	13. Q R
14. Kt Kt 5	14. Kt Q
15. Q Kt B 3	15. B×Kt
16. P×B	16. R R 6
17. Q Kt 2	17. Q Kt B 3
18. B Q 2	18. Kt K 2
19. Q R B	19. R Q B
20. P Kt 4	20. P R 3
21. P R 4	21. Q R 4
22. Kt K	22. Kt B 4
23. R B 3	23. R R 5
24. R B 4	24. R×R
25. B×R	25. P B 4

26. Kt P×P	26. P×P
27. R Kt (*b*)	27. P B 5
28. B×Kt	28. Kt P×B
29. Kt B 2	29. B B 3
30. P R 5	30. Q R 5
31. Q Kt 3	31. Q R 4
32. Q Kt 2	32. Q R 5, and the game.

by mutual consent, was abandoned as drawn.

NOTES.

(*a*) The best mode, perhaps, of bringing the pieces into play.
(*b*) Gaining a free passage for the Rook.

TABLE VIII.—(PHILIDOR'S DEFENCE.)

White.—Mr. Morphy.	*Black.*—Mr. Seguin.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 3
3. P Q 4	3. P×P
4. Kt×P (*a*)	4. Kt K B 3
5. Kt Q B 3	5. B K 2
6. B Q 3	6. Castles
7. P B 4	7. P B 4
8. Kt B 3	8. Kt B 3
9. Castles	9. B Kt 5
10. B K 3	10. P Q R 3
11. P Q R 4	11. P R 3
12. P R 3	12. B×Kt
13. Q×B	13. Kt Q Kt 5
14. Q R Q	14. Q B 2
15. P Q Kt 3	15. Kt×B

16. P×Kt	16. K R K
17. P Q 4	17. Q B 3
18. P×P	18. P×P
19. P K 5	19. Q×Q
20. R×Q	20. Kt R 2
21. R Q 7	21. Q R Kt
22. Kt Q 5	22. B B
23. B B 2 (*b*)	23. K R Q
24. Kt Kt 6	24. R×R
25. Kt×R	25. R Q B
26. R Q B 3	26. R B 2
27. Kt×B	27. Kt×Kt
28. R×P	28. R×R
29. B×R	29. Kt K 3
30. B K 3	30. P K Kt 3
31. P K Kt 4	31. Kt Q
32. K B 2	32. Kt B 3
33. K K 2	33. P Q Kt 4
34. P×P	34. P×P
35. K Q 3	35. K B
36. B B 5 ch	36. K K
37. K K 4	37. K Q 2
38. K Q 5	38. Kt Q
39. P B 5	39. P×P
40. P×P	40. P R 4
41. B Kt 6	41. Kt Kt 2
42. P K 6 ch	42. P×P
43. P×P ch	43. K K 2
44. K B 6 (*c*)	44. Kt Q ch
45. B×Kt ch	45. K×B
46. K Q 6	46. K K
47. P K 7, and wins.	

(*a*) An analysis of this move *in extenso*, by Herr Löwenthal, will be found in the January number of the *Chess Monthly* of 1858.

(*b*) To enable him not only to push on the K B P, but also to bring the K R to attack the adverse Q B P.

(*c*) This game, on the whole, does not present such numerous points of interest as many of the foregoing contested on the same occasion, but is yet worth studying, as it exhibits great accuracy on Mr. Morphy's part, without which winning would have been no easy task. We give a diagram of the position after Black's 43d move.

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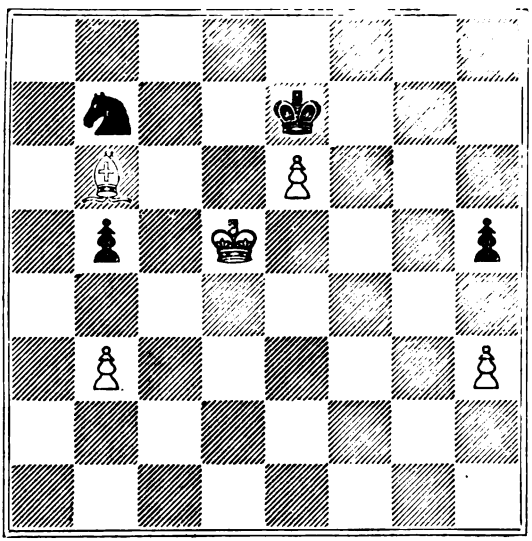

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BLINDFOLD GAMES PLAYED AT NEW ORLEANS.

The following are a portion of the games played in New Orleans during the months of February and March, 1858, by Mr. Morphy, against six amateurs, simultaneously.

TABLE I.—(EVANS' GAMBIT.)

White.—Mr. Morphy.	*Black.*—Amateur.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B R 4
6. Castles	6. P Q 3
7. P Q 4	7. P×P
8. Q Kt 3	8. Q B 3
9. P K 5	9. P×K P
10. R K	10. K Kt K 2
11. B K Kt 5	11. Q Kt 3
12. B×Kt	12. Kt×B

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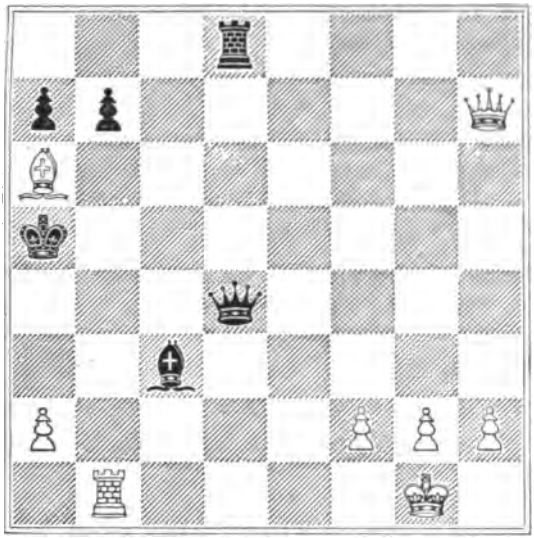

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13. Kt×K P (*a*)	13. Q Q Kt 3 (*b*)
14. B Kt 5 ch	14. P Q B 3
15. Q×P ch	15. K Q
16. Kt×P ch	16. Kt×Kt
17. B×Kt	17. Q B 4
18. P×P	18. Q Q 3
19. Q×K Kt P	19. B×R
20. Q×R ch	20. K B 2
21. Q×P ch	21. B Q 2
22. B×B	22. Q×Q P
23. B Q Kt 5 disc. ch	23. K Kt 3
24. Kt B 3	24. B×Kt

25. R Kt	25. R Q
26. B R 6 disc. ch	26. K R 4 (*c*), and White announced mate in three moves.

NOTES.

(*a*) Q R 4 ch would have won a piece; for if Black had interposed the Knight, White would have taken the K P with Knight, exchanged Knights, and then won the Bishop; but the move selected by Mr. Morphy will be found in its result to be of a much higher order than the one named above.

(*b*) There is no better move, as the Bishop must be defended from the threatened attack of Q R 4 ch, &c.

(*c*) This finish furnishes the student with a very neat problem, and we therefore represent the position on a diagram. (See page 231.)

TABLE II.—(EVANS' GAMBIT.)

White.—Mr. Morphy.	*Black.*—Amateur.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B R 4
6. P Q 4	6. P×P
7. Castles	7. P×P (*a*)
8. B R 3	8. P Q 3
9. Q Kt 3	9. Kt R 3
10. Kt×P	10. B×Kt
11. Q×B	11. Castles
12. Q R Q	12. Kt K Kt 5 (*b*)
13. P R 3	13. K Kt K 4
14. Kt×Kt	14. Kt×Kt

15. B K 2 (*c*)	15. P K B 4
16. P B 4	16. Kt B 3
17. B B 4 ch	17. K R
18. B Kt 2	18. Q K 2
19. Q R K	19. R B 3
20. P×P	20. Q B (*d*)
21. R K 8	21. Q×R
22. Q×R	22. Q K 2
23. Q×P ch	23. Q×Q
24. P B 6	24. Q×Kt P ch (*e*)
25. K×Q	25. B×P ch
26. K×B	26. P K R 4

27. R K Kt, and wins.

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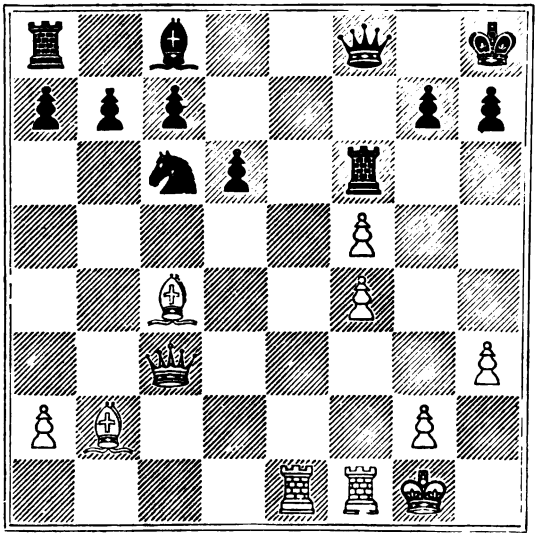

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NOTES.

(*a*) We have elsewhere called attention to the inferiority of this line of defence in the Evans' Gambit.

(*b*) To stop the advance of the King's Pawn.

(*c*) Intending to throw up the B P; a move that promises to be more forcible after this move of the Bishop than before.

(*d*) A diagram is given of the position here, and the student would do well to determine in his own mind the best line of play, before looking at that which Mr. Morphy really adopted.

(*e*) Black might have played Kt K 4, but the game in that case would equally have been lost.

TABLE III.—(EVANS' GAMBIT.)

White.—Mr. Morphy.	*Black.*—Amateur.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B B 4
6. Castles	6. P Q 3
7. P Q 4	7. P×P
8. P×P	8. B Kt 3
9. Kt B 3 (*a*)	9. Kt R 4
10. Kt K Kt 5	10. Kt×B
11. Q R 4 ch	11. P B 3
12. Q×Kt	12. Kt R 3 (*b*)
13. K R	13. Castles
14. P B 4	14. K R
15. P B 5	15. P B 3 (*c*)
16. Kt K 6 (*d*)	16. B×Kt
17. P×B	17. Q K 2 (*e*)

18. B×Kt	18. P×B
19. R B 3	19. R K Kt
20. Q R K B	20. R Kt 3
21. Kt K 2	21. R K B
22. Kt B 4	22. R Kt 4
23. P Q 5	23. P Q B 4
24. Q B 3	24. B Q
25. Kt K 2	25. Q Kt 2
26. Kt Kt 3	26. Q Q B 2
27. R×P (*f*)	27. B×R
28. R×B	28. R×R
29. Q×R ch	29. Q Kt 2 (*g*)
30. Q Q 8 ch	30. Q Kt
31. P K 7	31. R K 4
32. Kt R 5	32. R×P at K 4th, and

White mates in five moves. (*h*)

NOTES.

(*a*) Mr. Morphy very frequently selects this line of attack, and generally with decided success.

(*b*) Q K 2 would have been the correct play. The text move is inferior, since it renders it difficult to bring the Knight into action.

(*c*) Bad; the Queen's Pawn should have been advanced.

(*d*) This gives Black no option; he must take off the Knight and permit his adversary to establish a Pawn in a very advanced position; though, if properly opposed, we are not inclined to think it a formidable one.

(*e*) Black failed here to select the best defensive move, which we take to have been P Q 4, *e. g.*:

	17. P Q 4
18. P×P *	18. P×P
19. Q×P †	19. B×P

* If	18. P K 7	18. Q×P
	19. P×P	19. P×P
	20. Kt×P	20. Q K B 2, &c.
† If	19. Kt×P	19. R Q B, &c.

20. P K 7	20. Q × Q
21. Kt × Q	21. B × R
22. P × R bec. Queen	22. R × Q
23. B R 3	23. R Q
24. R × B	24. R × Kt
25. R Q B	25. R Q 2, with a couple of Pawns ahead.

(*f*) Seizing the opportunity at once of terminating the game in his favor. A diagram shows the position after this move on the part of White.

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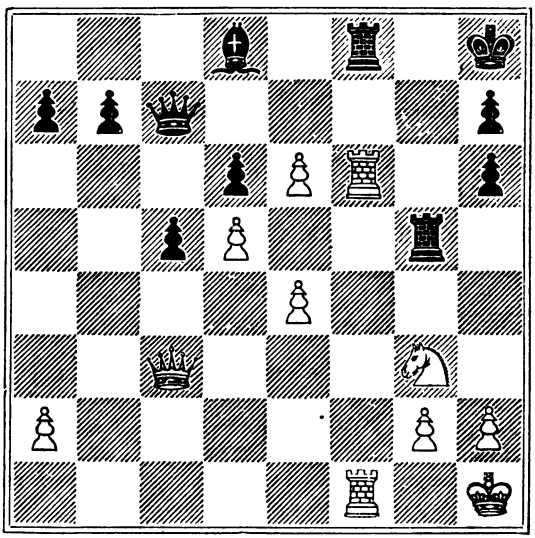

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(*g*) R Kt 2, in place of Queen, would have served his purpose no bet ter; for then White would have played—

30. Kt B 5	30. K Kt (best)
31. Kt × P ch	31. K R,

and mated in two moves further.

(*h*) The end game forms so pleasing a study that we leave it to our readers for a problem.

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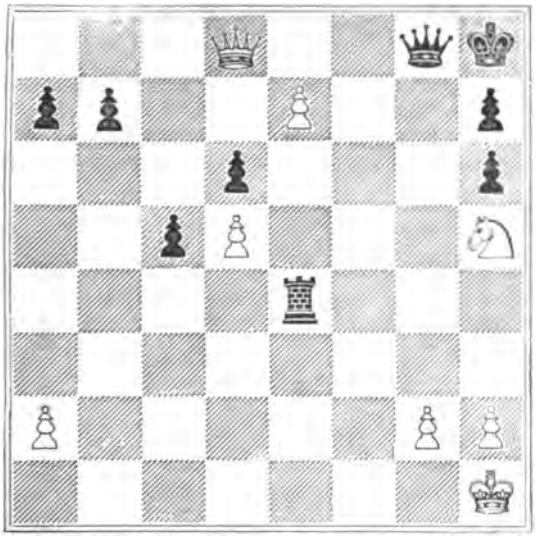

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TABLE IV.—(KING'S GAMBIT.)

White.—Mr. Morphy.	*Black.*—Amateur.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. Kt K B 3	3. P Q B 3
4. Kt B 3	4. B Kt 5
5. B B 4	5. B×Kt
6. Q P×B	6. Kt K 2
7. Q Q 6 (*a*)	7. Castles
8. B×P	8. Kt Kt 3
9. B K Kt 5	9. Q K

10. Castles K R	10. K R (*b*)
11. Q R K	11. P B 3
12. P K 5 (*c*)	12. P K B 4 (*d*)
13. Kt Q 4	13. P B 5
14. P K 6 (*e*)	14. P×P
15. Kt×P	15. B×Kt
16. R×B	16. Q B (*f*)
17. R×Kt	17. P×R
18. Q×Kt P	18. Q B 4
19. R×P	19. Q×Q
20. R×R ch	20. K R 2
21. B Kt 8 ch	21. K R
22. B B 7 disc. ch	22. K R 2

23. B×Q ch, and wins.

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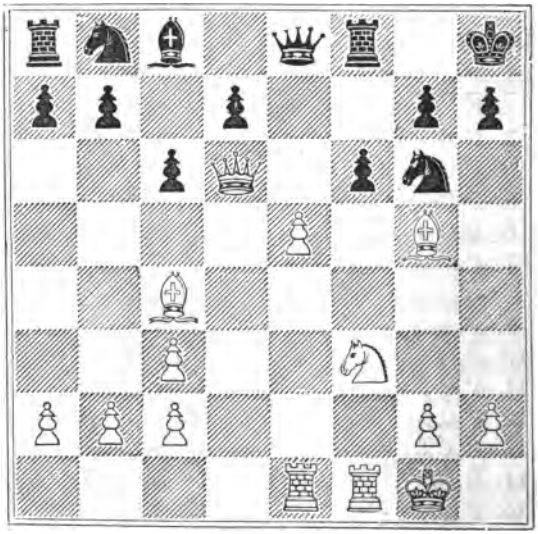

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NOTES.

(*a*) The Queen is so well placed here that, even at this early stage, White is almost secure of victory.

(*b*) Taking Pawn with Queen would have been bad play, as White, with much advantage, would have replied with Kt Q 2.

(*c*) On reference to the diagram, it will be seen that Kt R 4, apparently a good move, would have been inferior to that in the text. (See page 238.)

(*d*) The capture of the Pawn with either Knight or Pawn would have been fatal, as White would have retaken with Knight, and won speedily.

(*e*) Followed up with dash and spirit.

(*f*) Had Black moved the Queen to B 2, White would have won with R × Kt, &c.

TABLE V.—(EVANS' GAMBIT.)

White.—Mr. Morphy.	*Black.*—Amateur.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B R 4
6. P Q 4	6. P×P
7. Castles	7. P K R 3 (*a*)
8. Q Kt 3	8. Q B 3
9. P K 5	9. Q Kt 3 (*b*)
10. P×P	10. K Kt K 2
11. P Q 5	11. Kt Q
12. P Q 6	12. K Kt B 3
13. B R 3	13. Kt K 3
14. B×Kt	14. B P×B
15. P×P	15. B×P

16. Kt B 3	16. P R 3
17. Q R Q	17. Kt×P
18. Kt×Kt	18. B×Kt
19. P B 4	19. B×Kt (*c*)
20. Q×B	20. Q B 3
21. Q B 5	21. Q B
22. R Q 6	22. Q B 4
23. R Q 5	23. Q B
24. Q R 5	24. Q B 3
25. P B 5 (*d*)	25. P Q Kt 3 (*e*)
26. Q K	26. P K 4

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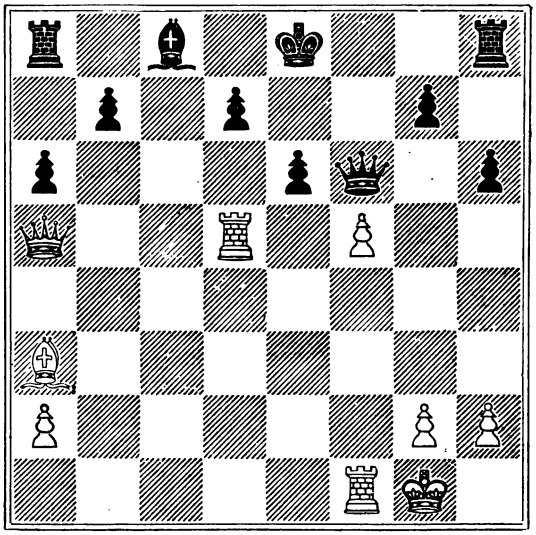

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27. R×P ch	27. K B 2
28. Q K 4	28. Q Q B 3
29. R K 7 ch	29. K Kt, and White announced mate in four moves.

NOTES.

(*a*) This is not a good move, and when properly met, places Black under a decided disadvantage.

(*b*) Taking the Pawn with Knight at this point loses the piece, as follows:

	9. Kt×P
10. R K	10. P Q 3
11. Kt×Kt	11. P×Kt
12. Q R 4 ch, &c.	

(*c*) If the Bishop had retreated to B 2, White would have got a fine attack by P B 5.

(*d*) A fine move.

(*e*) If he had taken the Rook he would have lost the game by R K ch, &c. (See diagram, page 240.)

BLINDFOLD GAME IN NEW YORK.

The following game was played in New York by Mr. Morphy against Mr. Lichtenhein.

(KING'S KNIGHT'S GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Lichtenhein.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. Kt K B 3	3. P Q 4
4. P×P	4. B K 2 (*a*)
5. B Kt 5 ch	5. P Q B 3
6. P×P	6. P×P
7. B B 4	7. B R 5 ch
8. P K Kt 3	8. P×P
9. Castles	9. P×P ch
10. K R	10. B B 3
11. Kt K 5	11. Kt K R 3
12. P Q 4	12. B×Kt
13. Q R 5 (*b*)	13. Q×P

14. B×P ch	14. Kt×B (*c*)
15. Q×Kt ch	15. K Q
16. B Kt 5 ch	16. B B 3
17. Kt B 3 (*d*)	17. B Q 2
18. R×B (*e*)	18. K B 2
19. B B 4 ch	19. K Kt 2
20. R Q 6 (*f*)	20. Q B 4
21. Kt K 4	21. Q×P
22. R×B ch	22. Kt×R
23. Q×Kt ch	23. K R 3
24. Kt Q 6	24. K R Q

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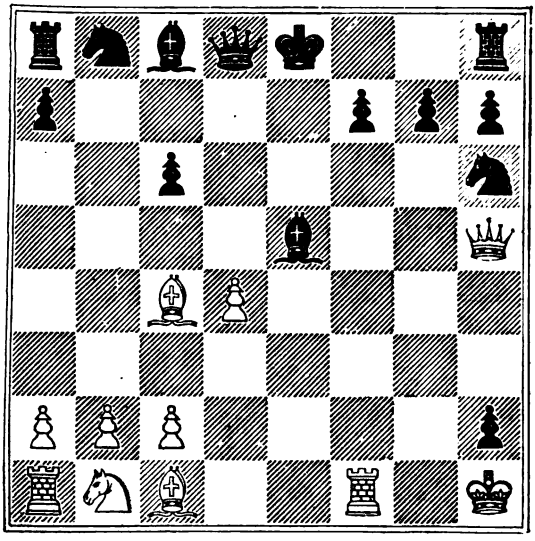

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25. Q Kt 7 ch	25. K R 4
26. B Q 2 ch	26. Q×B
27. Kt B 4 ch	27. K R 5
28. P Kt 3, mate	

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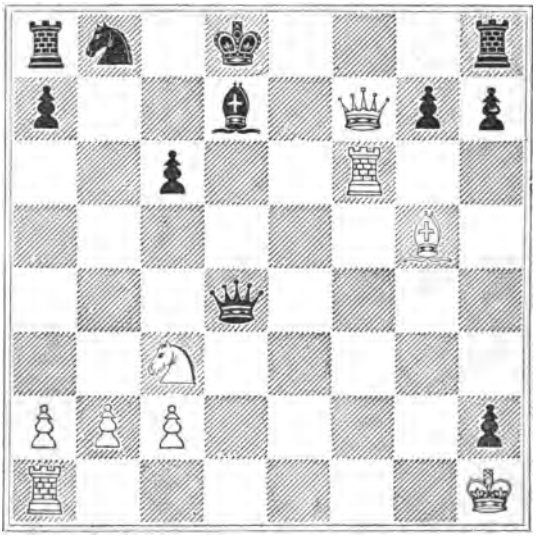

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NOTES.

(*a*) Staunton recommends here

	4. B Q 3
5. P Q 4	5. P K Kt 4
6. P Q B 4	6. P Q B 3

7. B Q 3, and considers the game an even one.

(*b*) The particular attraction of the student is invited to this, the key move of a splendid combination, carried out by Mr. Morphy with the astonishing energy and exactitude of which so many of his games

give proof, especially when, as in this instance, he plays without sight of board or men. A diagram shows the position. (See p. 243.)

(*c*) Best; for if K Q, the Queen is lost forthwith; if K B, then B K 6, disc. ch, &c.; and if K K 2, he is first checked with B at Kt 5, and then with R at K sq.

(*d*) Beautifully followed up.

(*e*) The position is again so interesting as to be deserving of a diagram, which we give, showing how the forces stood after White's eighteenth move. (See p. 244.)

(*f*) Every move tells.

BOOK III.

CONSULTATION GAMES.

BOOK III.

CONSULTATION GAMES BETWEEN MORPHY AND BARNES AGAINST STAUNTON AND OWEN.

Great interest was excited by these games from the fact that the two great masters met in friendly contest; and as this was the first and only occasion on which they met, much of that interest will be retained by the record of their encounter. Only two games were played, and these were both scored by Messrs. Morphy and Barnes.

GAME I.—(PHILIDOR'S DEFENCE.)

White.—Staunton & "Alter."	*Black.*—Morphy & Barnes.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 3
3. P Q 4	3. P K B 4 (*a*)
4. P×K P (*b*)	4. B P×P
5. Kt Kt 5	5. P Q 4
6. P K 6	6. Kt K R 3

7.	Kt Q B 3 (*c*)	7.	P B 3
8.	K Kt×K P	8.	P×Kt
9.	Q R 5 ch	9.	P K Kt 3
10.	Q K 5	10.	R Kt
11.	B×Kt (*d*)	11.	B×B
12.	R Q	12.	Q Kt 4 (*e*)
13.	Q B 7	13.	B×P
14.	Q×Kt P (*f*)	14.	P K 6
15.	P B 3	15.	Q K 2 (*g*)
16.	Q×R	16.	K B 2
17.	Kt K 4	17.	B B 5 (*h*)
18.	B K 2	18.	K Kt 2 (*i*)
19.	Castles	19.	Q Q B 2
20.	Kt B 5	20.	B×P ch
21.	K R	21.	B B
22.	R Q 4	22.	B Kt 6 (*k*)
23.	R K 4	23.	K R
24.	R Q	24.	Q K Kt 2
25.	R K R 4	25	B×R
26.	Q×Kt	26.	B R 3
27.	Q R 2	27.	B×B
28.	R Q 7	28.	Q R 3
29.	Kt K 4	29.	B B 5
30.	Kt B 6	30.	P K 7
31.	R K 7	31.	Q B 8 ch
32.	Q Kt	32.	Q×Q ch
33.	K×Q	33.	P Queens ch
34.	R×Q	34.	B×R, and wins.

NOTES.

(*a*) Philidor favored this move; but we consider, with Der Lasa, that it cannot be properly ventured, either in reply to P Q 4 or B Q B 4.

(*b*) We believe that B Q B 4 leads to a more powerful attack. The following analysis of that move is given in the different Handbooks:

4. B Q B 4 — 4. P × K P

5. Kt × P; and whether Black play P × Kt or P Q 4 on his fifth move, White gains an undeniable advantage by Q R 5 ch, &c.

(*c*) The train of play recommended here by the best authorities, and which we are of opinion gives White a game far superior to that gained by the move in the text, is as follows:

7. P K B 3	7. B K 2 (best)
8. P × P	8. B × Kt
9. Q R 5 ch	9. P K Kt 3
10. Q × B	10. Q × Q
11. B × Q	11. Kt Kt 5
12. P × P, &c.	

(*d*) Mr. Staunton and his ally here missed an evident opportunity of gaining a decided advantage. A study of the diagram appended will show that, if continued correctly, the game should have been played thus:

11. B K Kt 5	11. Q Kt 3 or A B
12. Castles	12. Kt Kt 5
13. Q B 4, and must win.	
(A)	
	11. Q Q 3
12. Q × Q	12. B × Q
13. Kt × K P	13. B B *
14. P K 7	14. B Kt 2
15. B × Kt	15. B × B
16. Kt B 6 ch	16. K × P
17. Kt × R ch, and wins.	
(B)	
	11. B Kt 2
12. P K 7	12. Q Q 2 or C

13. Q B 4, and White at least regains the piece, with the better position.

If 12. Q Q 5

13. Q Q B 7, &c.;

and if 12. B × Q

13. P × Q ch, and mates next move.

(C)

	12. Q Kt 3
13. Castles	13. B × Q

* If 13. Kt B 4

14. P K Kt 4, &c.

14. R Q 8 ch	14. K B 2 (best)
15. B B 4 ch	15. B K 3 (best)
16. B × B ch	16. K × B
17. R × R	17. Kt × R
18. P Queens ch	18. K B 4

19. B K 3, with a superior game.

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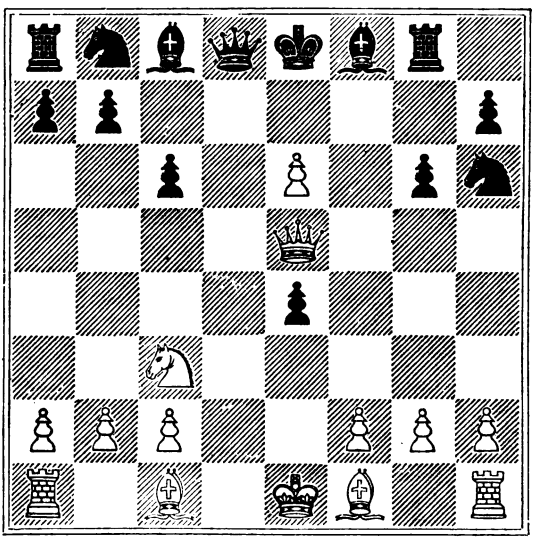

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(*e*) They might also have played Q K 2, but the square chosen was much the better.

(*f*) Had Kt taken K P, the following variation would probably have arisen :

14. Kt × P	14. Q K 2
15. R Q 8 ch	15. Q × R
16. Kt Q 6 ch	16. Q × Kt
17. Q × Q	17. K B 2

remaining with a full equivalent for the lost Queen.

(*g*) With the view of imprisoning the Queen if she capture the Rook.

(*h*) This was necessary, to prevent the liberation of the Queen by Q Kt 7, &c.

(*i*) Farsighted and prudent; had they attempted to gain the Queen by Q B 2, the variation following will show that they would have lost the game:

	18. Q B 2
19. P K Kt 3	19. Kt R 3 (best) *
20. R Q 7 ch	20. Q × R †
21. Q × R ch	21. K × Q
22. Kt B 6 ch	22. K B 2
23. Kt × Q	23. B × Kt

24. B × Kt, with the exchange ahead.

(*k*) White's game after this was indefensible. The Black allies throughout conducted their game in a most masterly manner; and as a study of the terminating moves cannot fail of being both interesting and instructive, we represent the position on a diagram previous to Black's 23d move. (See page 254.)

---

* If 19. B K 4

20. Kt Kt 5 ch, &c.;

if 19. B R 3

20. Q Kt 7, liberating the Queen.

† If 20. B × R

21. B B 4 ch, winning the Rook. We give a diagram also of this position.

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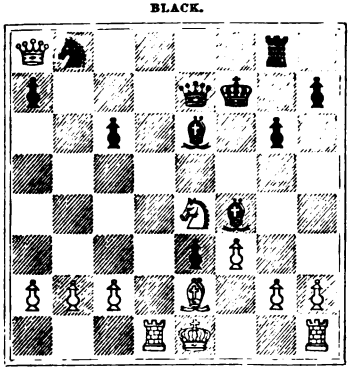

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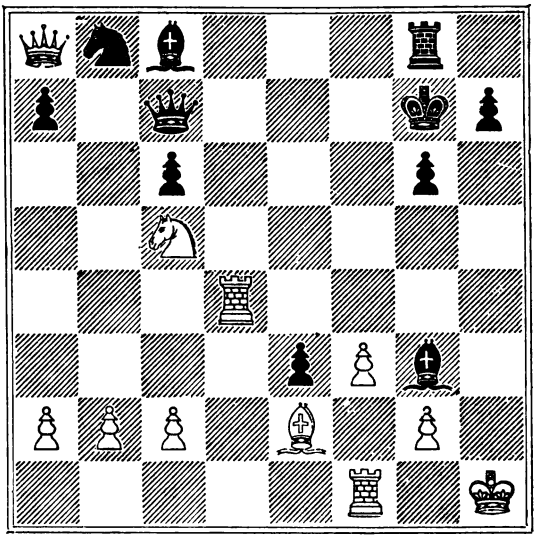

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GAME II.—(CENTRE COUNTER GAMBIT.)

White.—Morphy & Barnes.	*Black.*—Staunton & "Alter."
1. P K 4	1. P Q 4
2. P×P	2. Q×P
3. Kt Q B 3	3. Q Q
4. P Q 4	4. Kt K B 3
5. B Q 3 (*a*)	5. Kt B 3
6. B K 3	6. P K 3 (*b*)
7. Kt B 3	7. B Q 3
8. Castles	8. Castles

9. Q K 2	9. P Q Kt 3
10. B K Kt 5	10. B Kt 2
11. Kt K 4	11. B K 2
12. K×Kt ch	12. B×Kt
13. Q K 4 (*c*)	13. P Kt 3
14. Q R 4	14. B×B
15. Kt×B	15. P K R 4
16. P Q B 3	16. Q B 3
17. Q R K	17. Kt K 2
18. P K B 4	18. Kt B 4
19. Q R 3	19. K R K
20. R K 5	20. Q R Q
21. K R K	21. Kt Kt 2
22. P K Kt 4	22. P B 4 (*d*)
23. B K 4 (*e*)	23. B R 3 (*f*)
24. P×R P	24. Kt×P
25. B B 3 (*g*)	25. P×P
26. B×Kt	26. P×B
27. Q×R P	27. Q Kt 2
28. K B 2	28. Q B 3
29. Q R 4 (*h*)	29. B Q 6 (*i*)
30. Q Kt 3	30. B Kt 3
31. P B 5	31. B×P
32. Kt K 4 disc. ch	32. Q Kt 3
33. Kt B 6 ch	33. K B
34. Q×Q	34. B×Q
35. Kt×R	35. K×Kt
36. P K R 4	36. P Q 6
37. K K 3	37. K K 2
38. K Q 2	38. R Q 3 (*k*)
39. R K Kt 5 (*l*)	39. K B 3
40. R K B ch	40. B B 4

41. R Kt 8 (*m*)	41. R Q 4
42. P R 5	42. R K 4
43. R B 2	43. R K 5
44. R R 2	44. B R 2
45. R K R 8	45. K Kt 2
46. R Q R 8	46. K R 3
47. R×P (*n*)	47. R K B 5
48. R Kt 7	48. P K 4
49. R×P ch	49. P B 3
50. P R 4	50. P K 5
51. R K 6	51. R B 6
52. P R 5, and wins.	

NOTES.

(*a*) Correctly played; preventing the adverse Queen's Bishop from coming into action.

(*b*) As this confines the Queen's Bishop almost entirely, it cannot be commended.

(*c*) Thus early the White allies have obtained a fine attacking game.

(*d*) They would only have gained a worse position by R Q 4th, *e. g.*:

	22. R Q 4
23. Kt K 4	23. Q K 2 or A
24. P Kt 5	24. R×R
25. Kt B 6 ch	25. K B *

26. B P×R, with the better game.

(A)

	23. Q×P
24. R K B	24. Q×Kt P ch
25. Q×Q	25. P×Q
26. Kt B 6 ch	26. K B (best)

27. Kt×Q R, followed by B×Kt P, with the better game.

(*e*) Best; for the adverse Bishop commanded an important diagonal, and as the game advanced might have proved troublesome. Now,

---

* If

	25. Q×Kt
26. P×Q	26. R×R ch

27. K B 2, with a preferable game.

whether Black exchange the Bishop or retreat it, White's position is improved. It is obvious that P × P, or B Kt 5, would have been bad play, as in the first case Black's reply would have been Q × P, and in the latter R K 2, in both cases getting a good game. We give a diagram of the position previously to Black's 22d move, from which the variations in the foregoing note may be studied, and our observations on the present move more readily noted.

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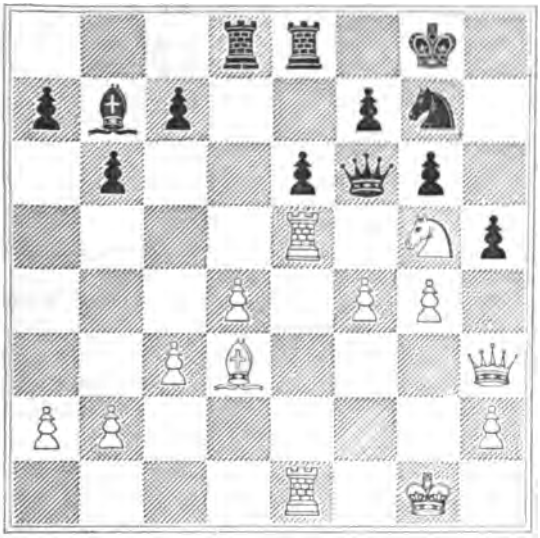

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(*f*) If the Bishop had taken Bishop, it would of course have been captured by the Knight, and the attack strengthened.

(*g*) All this is played with great accuracy.

(*h*) On examination, this will be found superior either to Q R 7 ch, or Q Kt 4.

(*i*) This and the succeeding move are natural enough, and would have been no doubt selected by most fine players; but Mr. Morphy and

his ally, by their mode of play, clearly demonstrate their weakness. The diagram that follows shows the position of the forces after White's 31st move.

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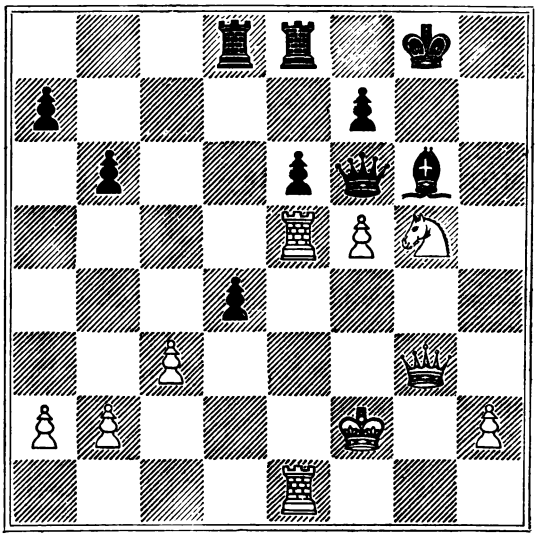

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(*k*) R K R would manifestly have been better play; but it is questionable whether even then the Black could have succeeded in securing a draw.

(*l*) A very good move, the effect of which is not at first sight perceptible.

(*m*) The adverse King is now powerless to arrest the Pawn's advance, which consequently proves very embarrassing.

(*n*) This secures a free passage for the Q R P, and makes winning easy.

CONSULTATION GAMES BETWEEN MESSRS. MORPHY, WALKER AND GREENAWAY, AND MONGREDIEN, MEDLEY AND LÖWENTHAL.

Two games were played in the month of July, 1858, at the London Chess Club, between the gentlemen named, and the following is one of these games. They each terminated in a draw.

(KING'S BISHOP'S GAMBIT.)

White.—Messrs. Morphy, &c.	*Black.*—Messrs. Mongredien, &c.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. B B 4	3. P Q 4 (*a*)
4. B×P (*b*)	4. Kt K B 3
5. Kt K B 3 (*c*)	5. Kt×B
6. P×Kt	6. Q×P
7. Kt B 3	7. Q K R 4
8. P Q 4	8. B Q 3
9. Q K 2 ch	9. K Q (*d*)
10. Castles	10. P K Kt 4
11. Q Kt 5	11. P K B 4 (*e*)

12. Q Q 5	12. Kt B 3
13. Kt K 5	13. R B (*f*)
14. B Q 2	14. Kt K 2
15. Q B 4	15. R B 3
16. Q R K	16. P B 3
17. Kt R 4	17. B Q 2
18. Kt B 5	18. B B
19. R B 3	19. P Kt 5
20. R Q Kt 3	20. P Kt 3 (*g*), and the

game was thus left unfinished.

NOTES.

(*a*) It has ever been a vexed question, whether the second player should accept or decline the King's Gambit. The majority of writers on the game have advised its non-acceptance, arguing that, the resources for the attack being both potent and numerous, a break down in the defence sooner or later might be regarded as a certainty. For ourselves, however, we have always thought that the gambit might be accepted with impunity, but that the classical defences were all more or less weak. For instance at this point, the usual move has always been Q R 5 ch, by which, it is true, the second player retains the Pawn for a lengthened period, but during the whole time is subjected to an attack which it is all but impossible to nullify. Whereas, by playing as in the text, and giving back to your adversary the Pawn he has permitted you to gain, you are able speedily to develop your forces and maintain a perfectly satisfactory defence. The text move was first adopted in a game between Bilguer and Bledow, for which see C. P. C., vol. i., p. 337.

(*b*) This is White's best move; for if P × P, Black would reply with Kt K B 3, with a good game.

(*c*) The Handbooks here give Q K 2 as the proper move; we, however, decidedly prefer the one adopted by Mr. Morphy. Kt Q B 3 is also frequently played, in which case Black's reply is B Q Kt 5. White is then recommended for his sixth move, in both the German and English Handbooks, to bring K Kt to K 2, and the game, after a few moves more, is said to be even. It would seem, however, that White, on his sixth move,

might play Q B 3; but the following analysis would prove that, if correctly opposed, he would lose rather than gain by its adoption, *e. g.*:

5. Kt Q B 3	5. B Q Kt 5
6. Q B 3	6. Q K 2 (best) *
7. K Kt K 2	7. P B 3
8. B Kt 3	8. P K Kt 4, with a good game.

(*d*) Best. The King is quite safe here, and the Rook can now be brought to King's square.

(*e*) Much better than P K R 3, as in that case White might have advantageously replied with Kt K 5.

(*f*) Correctly played.

The position of the pieces after White's seventeenth move.

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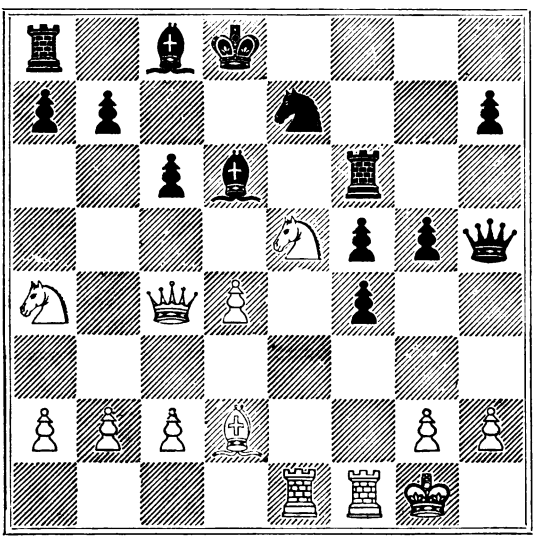

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* If

7. K Kt K 2	6. Castles
8. B Kt 3	7. P B 3
9. Q×P	8. B Kt 5
	9. B×K Kt

(*g*) At this point, by mutual consent, the game was abandoned as drawn, there being no probability of finishing it, owing to the lateness of the hour. We append a diagram of the situation at the close, which on examination will, we think, be considered slightly in favor of the Black allies.

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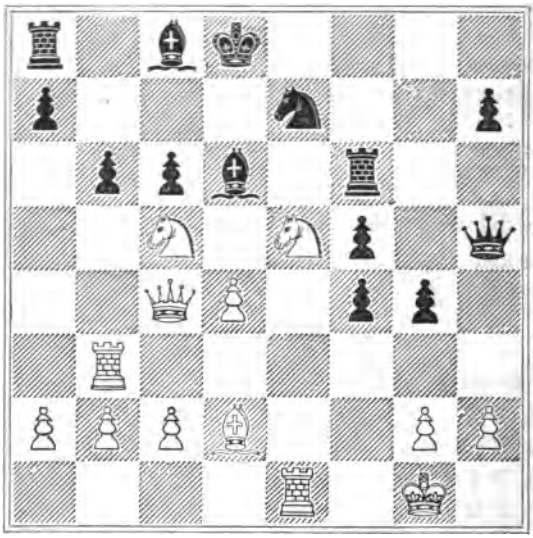

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10. Kt×B	10. R K
11. P K 5	11. Q K 2
12. P B 3	12. B R 4
13. P Q 4	13. B Kt 3
14. B K 3	14. Kt Q 4
15. B×Kt,	15. P×B

16. R K B, and White, on the contrary, has a good game.

CONSULTATION GAMES IN PARIS—

WITH ST. AMANT AND F. DE L——; WITH CHAMOUILLET AND ALLIES; WITH THE DUKE OF BRUNSWICK AND COUNT ISOUARD.

The following three games were played in the months of October and November, in Paris, with the gentlemen named.

(GIUOCO PIANO.)

White.—St. Amant & Ally.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P B 3	4. Kt B 3
5. P Q 4	5. P×P
6. P×P (*a*)	6. B Kt 5 ch
7. B Q 2	7. B×B ch
8. Kt×B	8. P Q 4 (*b*)
9. P×P	9. Kt×P
10. Castles	10. Castles
11. P K R 3	11. Kt B 5
12. K R 2 (*c*)	12. Kt×Q P
13. Kt×Kt	13. Q×Kt
14. Q B 2	14. Q Q 3

15. K R (*d*)	15. Q K R 3
16. Q B 3	16. B B 4
17. K R 2	17. Q R Q
18. Q R Q	18. B×P (*e*)
19. P×B	19. R Q 6
20. Q×R	20. Kt×Q
21. B×Kt	21. Q Q 3 ch
22. P B 4	22. Q×B, and wins.

NOTES.

(*a*) P K 5 is the correct move; that of the text places the maintenance of the centre Pawns out of the question.

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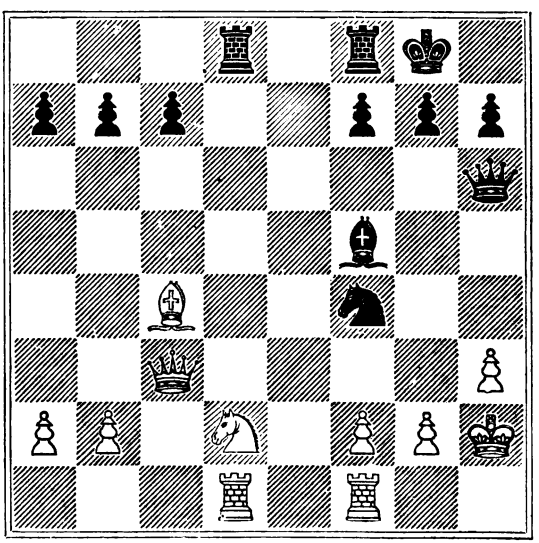

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(*b*) The strength of the first player in the Giuoco Piano opening lies in the position of his royal Pawns, which he consequently should endeavor to sustain as long as possible. This move breaks them up, and leaves the isolated Q P weak, and gives Black the preferable game.

(*c*) Unnecessarily sacrificing an important Pawn; Kt Kt 3 would have been the correct move.

(*d*) We believe that Kt K 4 would have been better play.

(*e*) The key move to a very fine combination, which may be studied from the accompanying diagram. (See page 264.)

(FRENCH OPENING.)

White.—Mr. Morphy.	*Black.*—Chamouillet & Allies.
1. P K 4	1. P K 3
2. P Q 4	2. P Q 4
3. P×P	3. P×P
4. Kt K B 3	4. Kt K B 3
5. B Q 3	5. B Q 3
6. Castles	6. Castles
7. Kt B 3	7. P B 4
8. P×P	8. B×P
9. B K Kt 5	9. B K 3
10. Q Q 2	10. Kt B 3
11. Q R Q	11. B K 2
12. K R K	12. P Q R 3
13. Q B 4	13. Kt K R 4
14. Q K R 4	14. P K Kt 3
15. P K Kt 4	15. Kt B 3 (*a*)
16. P K R 3	16. R Q B
17. P R 3	17. R K
18. Kt K 2 (*b*)	18. P K R 4
19. Kt B 4	19. Kt K R 2 (*c*)

20. Kt×B (*d*)	20. P×Kt
21. R×P	21. B×B
22. R×P ch (*e*)	22. K B
23. Q×P (*f*)	23. R B 2
24. Kt×B	24. K R K 2 (*g*)
25. Q R 6 ch	25. K K

26. R Kt 8 ch, and mates in three moves.

NOTES.

(*a*) Kt Kt 2 appears stronger.

(*b*) This Knight now takes up a post where it promises to be highly effective.

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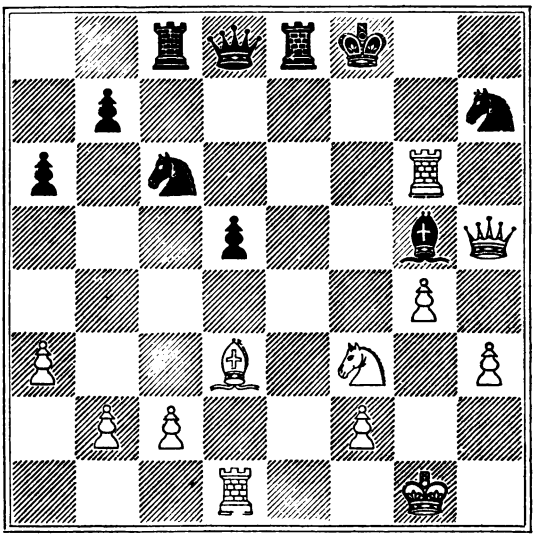

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(*c*) Weak play; but White's game is already the superior, through the commanding position occupied by the Knights.

(*d*) The correct move, but one that it would seem the allies had altogether overlooked.

(*e*) The deciding *coup*.

(*f*) Wonderfully accurate, considering the circumstances under which the game was conducted.* A diagram of this position will be found on opposite page.

(*g*) Had Black taken Kt with Kt, White would have easily won with Q K R 6 ch, &c.

(PHILIDOR'S DEFENCE.)

White.—Mr. Morphy.	*Black.*—Duke of Brunswick & Count Isouard.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 3
3. P Q 4	3. B Kt 5
4. P×P	4. B×Kt
5. Q×B	5. P×P
6. B Q B 4	6. Kt K B 3
7. Q Q Kt 3	7. Q K 2
8. Kt B 3 (*a*)	8. P B 3
9. B K Kt 5	9. P Q Kt 4
10. Kt×P	10. P×Kt
11. B×P ch (*b*)	11. Q Kt Q 2
12. Castles Q R	12. R Q (*c*)
13. R×Kt	13. R×R
14. R Q	14. Q K 3 (*d*)
15. B×R ch	15. Kt×B
16. Q Kt 8 ch (*e*)	16. Kt×Q
17. R Q 8, mate	

* This game was played by Mr. Morphy, without seeing the board, against Lamouillet and other members of the Versailles Chess Club in consultation.

NOTES.

(*a*) B × P ch, followed by Q × Kt P might have been played with advantage; but Mr. Morphy's line of play led to something more decisive.

(*b*) Here the natural move was B Q 5, and most players would have adopted it; but the young champion devised a scheme of attack which is well worthy of the closest examination from the annexed diagram.

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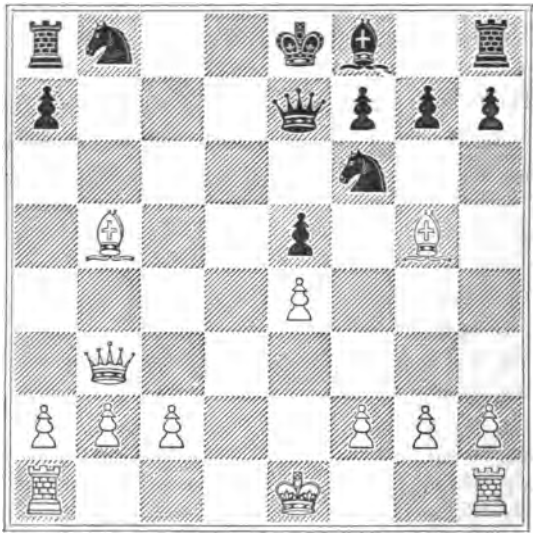

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(*c*) Can any better move be found?

(*d*) There is no other resource.

(*e*) This sacrifice adds greatly to the beauty of the whole combination, and produces a most elegant finish. The student will do well to look closely into Mr. Morphy's tenth move and those that follow, which display a depth and accuracy to which too high praise cannot be awarded.

CONSULTATION GAME IN AMERICA.

The following game was played in the month of October, 1857, by Messrs. Fiske, F. Perrin, and W. J. A. Fuller, against Mr. Morphy, during the American Chess Congress.

(TWO KNIGHTS' DEFENCE.)

White.—The Allies.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. Kt B 3
4. Kt Kt 5	4. P Q 4
5. P×P	5. Kt Q R 4
6. P Q 3 (*a*)	6. P K R 3 (*b*)
7. Kt K B 3	7. P K 5
8. Q K 2	8. Kt×B
9. P×Kt	9. B Q B 4
10. P K R 3 (*c*)	10. Castles
11. Kt R 2 (*d*)	11. Kt R 2 (*e*)
12. B K 3	12. B Q 3
13. Castles	13. Q R 5
14. P B 4 (*f*)	14. P×P (en pas.)
15. Kt×P	15. Q R 4

16. Kt B 3	16. R K
17. Q B 2	17. Kt B 3
18. B Q 4	18. Kt K 5
19. Kt×Kt	19. R×Kt
20. Q R K	20. B K B 4
21. R×R (*g*)	21. B×R
22. Kt R 4	22. R K B (*h*)
23. P B 5	23. B K 4
24. B×B	24. Q×B
25. P B 4	25. P K Kt 4 (*i*)
26. Kt B 3	26. B×Kt
27. P×B	27. R K
28. P B 4	28. Q K 6
29. P×P	29. P×P
30. Q×Q	30. R×Q
31. K Kt 2	31. K Kt 2
32. P Q 6	32. P×P
33. P×P	33. R Q 6
34. P B 5	34. K Kt 3
35. R B 3	35. R Q 7 ch
36. K Kt 3	36. P B 4
37. R Kt 3	37. P B 5 ch
38. K B 3	38. R R 7
39. P Q 7	39. R×P ch
40. K K 4	40. R R
41. R×P	41. K B 3
42. R B 7	42. K K 2
43. R B 8	43. R Q
44. R×R	44. K×R
45. P B 6	45. P R 4
46. K Q 5 (*k*)	46. K K 2
47. K K 4	47. K Q

48. P Kt 3	48. K K 2
49. P R 3	49. K Q

50. P Kt 4, and wins.

NOTES.

(*a*) This move—first suggested, we believe, in the Magdeburg *Schachzeitung*—was noticed in the German *Handbuch*.

(*b*) Heydebrand gives B Q B 4 here.

(*c*) Properly played, as by castling Black would have obtained an overwhelming attack.

(*d*) The object of White's previous move is now made clear.

(*e*) P K 6 would have produced an interesting variation, thus:

	11. P K 6
12. B × P (best) *	12. B × B
13. P × B	13. Kt K 5
14. Castles †	14. Kt Kt 6
15. Q B 3	15. Kt × R

16. Kt × Kt; but with two Pawns, as an equivalent for the loss of the exchange, White's game would be the better, and Mr. Morphy therefore was quite right in his rejection of the move noticed.

(*f*) Well played.

(*g*) P K Kt 4 would have lost a Pawn. In proof of which we submit the following variation:

21. P K Kt 4	21. Q × R P ‡
22. R × R	22. B × R
23. Q Kt 2	23. Q × Q ch
24. K × Q	24. B × P, &c.

(*h*) The editor of the *Chess Monthly* here observes that P K B 4 should have been preferred.

(*i*) B Q 6 would have availed nothing, as White would have replied with R K, &c. The move adopted was a very good one.

---

* If 12. P × P 12. Kt K 5, &c.

† If anything else his game would have been seriously compromised.

‡ The only correct move; for if

	21. B × P
22. R × R, and wins; and if	
	21. R × P
22. P × R	22. B × P

23. Q Kt 2, with a better game. A reference to the diagram, show-

(*k*) This, though it threatens mate in two moves, was lost time, as after Black's reply the King is compelled to retreat. P Kt 3 at once would have been the correct play.

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ing the position of the pieces at this juncture, will enable the student to verify the foregoing.

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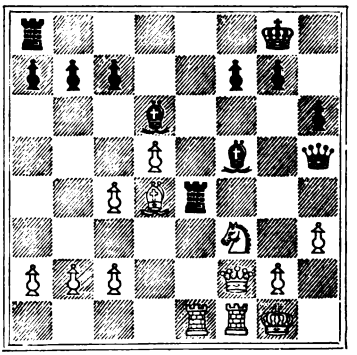

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BOOK IV.

OFF-HAND GAMES.

BOOK IV.

OFF-HAND GAMES WITH VARIOUS PLAYERS.

The following games were played in England, France, and America, by Mr. Morphy, against antagonists of various strength, among whom were Anderssen, Barnes, Boden, Bird, and Laroche. In many of these games it must be evident that the contest was very unequal, and Mr. Morphy could have given several of his adversaries large odds.

GAME I.—(KING'S BISHOP'S GAMBIT.)

White.—Mr. Anderssen.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. B B 4	3. Kt K B 3 (*a*)
4. P K 5 (*b*)	4. P Q 4
5. B Kt 3	5. Kt K 5
6. Kt K B 3	6. B K Kt 5
7. Castles	7. Kt Q B 3
8. B R 4 (*c*)	8. P K Kt 4

9. B×Kt ch	9. P×B
10. P Q 4	10. P Q B 4
11. P B 3	11. B K 2
12. P Q Kt 4	12. P×Kt P
13. P×P	13. Castles
14. Q Kt 3 (*d*)	14. R Q Kt (*e*)
15. P Q R 3	15. P Q B 4 (*f*)
16. Kt B 3	16. Kt×Kt
17. Q×Kt	17. P×Kt P
18. P×P	18. B×P
19. Q Q 3	19. P Q R 4
20. P R 4	20. P R 3
21. P×P	21. P×P
22. P Kt 3	22. R Kt 3
23. R R 2 (*g*)	23. R K Kt 3
24. R K Kt 2	24. B K R 6
25. P K 6	25. B×R
26. P×P ch	26. K Kt 2
27. K×B	27. Q Q B (*h*)
28. Kt K 5	28. R R 3
29. P×P	29. K R R (*i*)
30. P×P	30. R R 7 ch
31. K Kt	31. R R 8 ch
32. K B 2	32. K R R 7 ch
33. K K 3 (*k*)	33. R R 6 ch
34. Kt B 3	34. R×Kt ch
35. R×R	35. Q×B ch, and mates

in two moves.

NOTES.

(*a*) This is a novelty, and as the move is one of Mr. Morphy's own, is deserving of consideration. The defences at this juncture are not few. Gianutio, 1597, gave P K B 4, and this subsequently had the high sanc-

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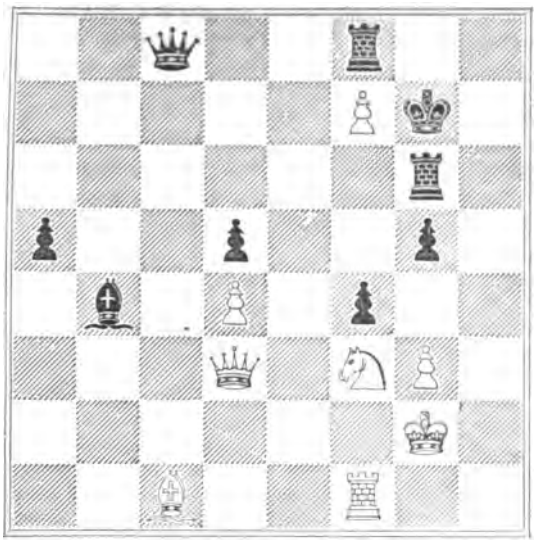

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tion of Philidor. Kieseritzky recommended P Q Kt 4, and P Q 4 has also been played with effect, (see C. P. C. vol. i., p. 337.) For the rest, viz, P K Kt 4, P Q B 3, B Q B 4, Q K B 3, P K R 4, B K 2, and P Q 3, they have been carefully examined, and pronounced inferior by such authorities as Staunton, Heydebrand, Lange, Jænisch, and Kieseritzky. We are glad therefore to note this addition to the defences named.

(*b*) Were White to play Q K 2, a position arises similar to one that occurs in the Ruy Lopez Bishop's opening.

(*c*) Best. White was no doubt apprehensive of the attack of B Q B 4 ch, and the text move is the only one to evade it. If P Q 4, Black might have captured the Pawn with impunity, as White dare not take the Knight, as the loss of his would follow immediately.

(*d*) If P Q R 3, Black would have played P Q R 4, and obtained a good position.

(*e*) Very well played, gaining a fine attack.

(*f*) Followed up in dashing style.

(*g*) With the view of subsequently bringing it to K Kt 2 or R 2.

(*h*) An excellent move, the effect of which is perceptible almost immediately. The position is fully worthy of the diagram we append. (See page 277.)

(*i*) The attack is now irresistible.

(*k*) It is now apparent that if the King had been played to B 3, or Kt 3, Black, by checking at K R 6, would have won the Queen. All this Mr. Morphy unquestionably foresaw on his 27th move, which makes the combination then commenced the more remarkable.

GAME II.—(ALLGAIER GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Anderssen.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. Kt K B 3	3. P K Kt 4
4. P K R 4	4. P Kt 5
5. Kt K 5	5. Kt K B 3
6. Kt×Kt P	6. Kt×P
7. P Q 3	7. Kt Kt 6
8. B×P	8. Kt×R (*a*)
9. Q K 2 ch	9. Q K 2
10. Kt B 6 ch	10. K Q
11. B×P ch	11. K×B
12. Kt Q 5 ch	12. K Q
13. Kt×Q	13. B×Kt
14. Q Kt 4	14. P Q 3 (*b*)
15. Q K B 4	15. R Kt
16. Q×B P	16. B×P ch
17. K Q 2	17. R K
18. Kt R 3	18. Kt R 3 (*c*)

19. Q R 5	19. B B 3
20. Q×Kt	20. B×P
21. Q R 4 ch	21. K Q 2
22. R Kt, and wins.	

NOTES.

a) The most usual line of play, and the one laid down in the C. P C. as best here is

	8. Q K 2 ch
9. B K 2	9. Q Kt 5 ch
10. B Q 2	10. Q Kt 3, and the second player remains with a good game, but Mr. Morphy is of opinion that White, on his 10th move, should not play B Q 2 but Q Q 2, when the game would be continued thus:

10. Q Q 2	10. Q × Q ch (best)
11. K × Q	11. Kt × R
12. B K 5	12. P K B 3 (best)

13. Kt × P ch, and White has a fine game.

(*b*) We should have preferred playing R K.

(*c*) He should now have brought out the Kt Kt 6, and if White in reply had moved Kt Kt 5, Black might have played B K 2, remaining with a full equivalent for his lost Queen. Mr. Morphy, however, has remarked to us that by taking the R P with Queen, the game would have only been even.

GAME III.—(ALLGAIER GAMBIT.)

White.—Mr. Anderssen.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. Kt K B 3	3. P K Kt 4
4. P K R 4	4. P Kt 5
5. Kt K 5	5. Kt K B 3
6. Kt×Kt P	6. P Q 4 (*a*)
7. Kt×Kt ch	7. Q×Kt
8. Kt B 3	8. Q K Kt 3

9. Q B 3 (*b*)	9. B Q 3
10. B Q 3 (*c*)	10. B K Kt 5
11. Q B 2	11. Kt Q 2
12. P×P	12. P K B 4
13. B Q Kt 5	13. P Q R 3
14. B×Kt ch (*d*)	14. K×B
15. P Q 3	15. Q R K ch (*e*)
16. K B	16. K R Kt
17. R R 2 (*f*)	17. P B 6
18. P K Kt 3	18. B R 4
19. B Kt 5 (*g*)	19. P R 3
20. Q R 7	20. P×B
21. Kt R 4	21. P×P
22. Q×Kt P	22. P×P, and wins.

NOTES.

(*a*) This is a deviation from the ordinary line of play, which is Kt× K P. It was first played by De Rivière, and is worth attention.

(*b*) There is no better move.

(*c*) White might have taken the Q P with Knight; for had Black then answered with B K Kt 5, White would have captured the Bishop with Queen, coming off with a clear piece.

(*d*) A bad move, as it affords Black an opportunity of bringing his Q R into good play. B K 2 would have been better, though in any case White's game is not an enviable one.

(*e*) The winning move, and the natural sequence to the weak play of White alluded to in foregoing note. The position is interesting, and may be realized by noting the diagram annexed. (See p. 281.)

(*f*) Had the Pawn been captured by the Bishop, after the exchanges Black would have played B K 7 ch, winning with ease.

(*g*) If

19. B B 4	19. B×B
20. P×B	20. R K 7
21. Kt×R	21. P×Kt ch
22. K K	22. Q Kt 8 ch, and must win.*

* The last two notes we owe to Mr. Morphy.

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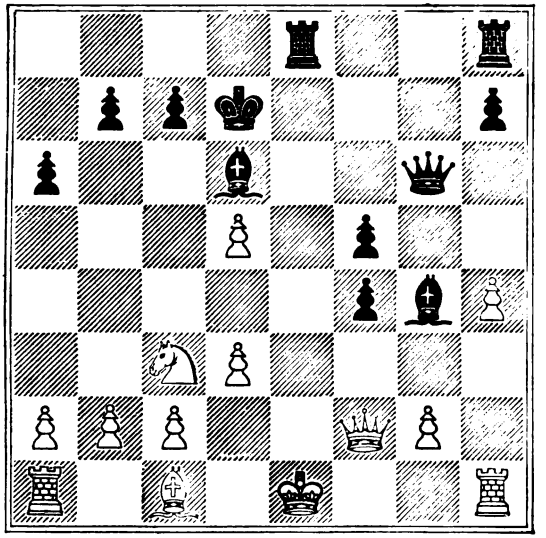

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GAME IV.—(KING'S KNIGHT'S GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Anderssen.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. Kt K B 3	3. P K Kt 4
4. B B 4	4. B Kt 2
5. Castles (*a*)	5. P Q 3
6. P B 3	6. Kt Q B 3 (*b*)
7. Q Kt 3	7. Q K 2

8. P Q 4	8. Kt K B 3 (*c*)
9. Kt×P	9. Kt×P
10. B×P ch	10. K Q
11. Kt×Kt	11. Q×Kt
12. B×P	12. B K R 6 (*d*)
13. P×B	13. Kt×P
14. Kt Q 2 (*e*)	14. Kt K 7 ch
15. K B 2	15. Q×B ch
16. K×Kt	16. Q Kt 4
17. Q R K	17. B R 3
18. Q Q 5	18. R K ch
19. K Q, and wins.	

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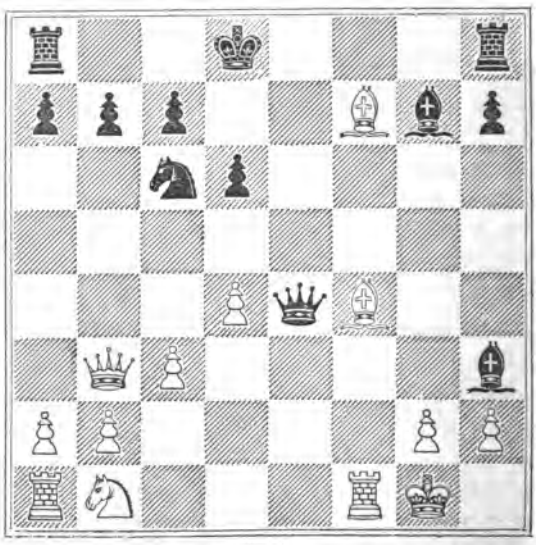

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NOTES.

(*a*) The Handbook remarks that it is a matter of no moment whether you castle here or play P Q 4, as the transposition of these moves produces the same result; but Mr. Morphy has expressed to us his opinion that castling, when followed by P Q B 3, as in the text, is decidedly the better move of the two.

(*b*) We prefer P K R 3.

(*c*) Here again we like P K R 3.

(*d*) Ingenious; but Herr Anderssen evidently overlooked the powerful defence that his opponent had in reserve. We give a diagram of the position here, which is highly instructive. (See p. 282.)

(*e*) One very remarkable feature in Mr. Morphy's play is, that no matter how intricate the position, the most forcible move is discovered. This is very observable in this instance.

GAME V.—(KING'S KNIGHT'S GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Anderssen.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. Kt K B 3	3. P K Kt 4
4. B B 4	4. B Kt 2
5. Castles	5. P Q 3
6. P B 3	6. Kt Q B 3
7. Q Kt 3	7. Q K 2 (*a*)
8. P Q 4	8. P Q R 3 (*b*)
9. Kt×P	9. Q×Kt
10. B×P ch	10. K Q (*c*)
11. B×P	11. Q K 2
12. B×Kt	12. B K Kt 5
13. Kt Q 2	13. K Q 2
14. B Q 5	14. Kt Q

15. B×Kt P	15. Kt×B
16. Q×Kt	16. P Q R 4
17. B×P (*d*)	17. B×P ch
18. P×B	18. Q×B
19. R B 7 ch, and wins.	

NOTES.

(*a*) If Black play Kt R 4 here, the following variation arises:

	7. Kt R 4
8. B×P ch	8. K B
9. Q Q 5 *	9. P B 3
10. Q×Kt P	10. Q Kt 3 ch
11. P Q 4	11. K×B

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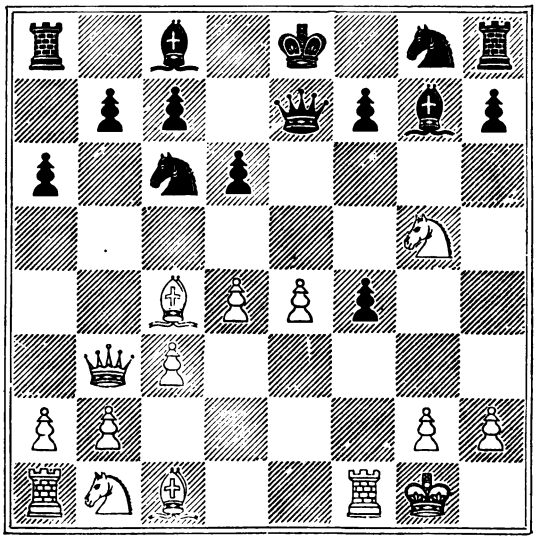

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* White would also win a clear Pawn by Q R 4 ch, &c.

12. Q × P ch	12. Kt B 3 *
13. P K 5	13. P × P
14. Kt × P ch	14. K K 2

15. P Q Kt 4, regaining the piece, with the better position.

(*b*) At this point in the last game Herr Andersen played Kt B 8, which, as well as the move now made, allows White to gain a strong attack. P K R 3 is decidedly better than either. We give a diagram of the position after White has replied to this move of Black's. (See page 284.)

(*c*) If K B, White would have won with B × P, followed by B × Kt, &c.

(*d*) This fine combination is as sound as it is striking, and this will be found the case in Mr. Morphy's happiest conceptions. We append a diagram of the position after White's seventeenth move.

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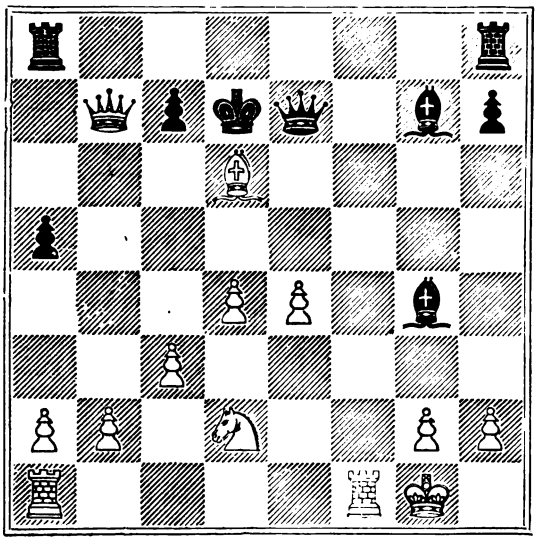

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13. Kt Kt 5
14. P K 5
15. Q × P ch, and wins.

* If 12. K K 2
13. Kt B 3
14. P × P

GAME VI.—(ALLGAIER GAMBIT.)

White.—Mr. Anderssen.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. Kt K B 3	3. P K Kt 4
4. P K R 4	4. P Kt 5
5. Kt K 5	5. Kt K B 3
6. Kt×P	6. P Q 4 (*a*)
7. Kt×Kt ch	7. Q×Kt
8. Q K 2	8. B Q 3
9. Kt B 3	9. P Q B 3
10. P Q 4 (*b*)	10. Q×P
11. B Q 2	11. R Kt
12. P×P disc. ch	12. K Q
13. Castles (*c*)	13. B K Kt 5 (*d*)
14. Q K 4 (*e*)	14. Q×Q
15. Kt×Q	15. B×R
16. Kt×B (*f*)	16. B R 4
17. B×P	17. P×P
18. Kt×Kt P ch	18. K K 2
19. B Q Kt 5	19. R×P
20. R K ch	20. K B 3
21. R K 8	21. B Kt 3
22. Kt Q 6 (*g*)	22. Kt Q B 3 (*h*)
23. R×R	23. R×P ch
24. K Q	24. Kt Q 5
25. R K 8	25. B R 4 ch
26. K K	26. Kt B 6 ch
27. K B	27. R×Kt P
28. B K 2	28. R×P
29. B Kt 5 ch	29. Kt×B

30. P×Kt ch	30. K×P
31. R K 5 ch	31. K B 3
32. R×B, and wins.	

NOTES.

(*a*) We have in a previous game noted the fact of this being a deviation from the ordinary defence. In common with all authorities, we have always pronounced in favor of Black's fifth move, and thus followed up, we entertain a still higher opinion of its efficacy. This move frees the Q B without obstructing the movement of the King's Bishop, which has always been an objection in the move P Q 3.

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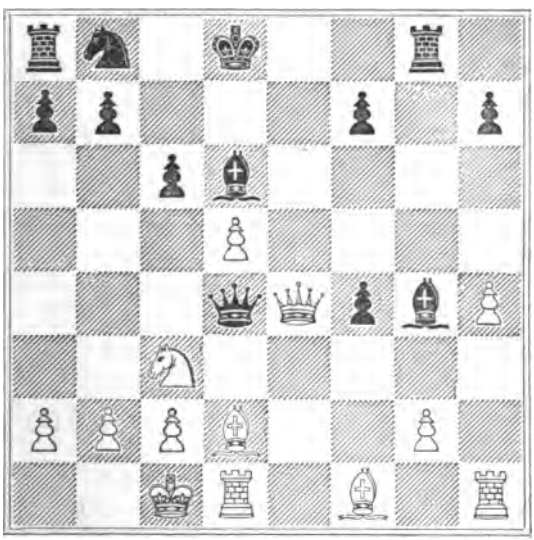

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(*b*) The apparently strong move P × P, discovering check, would not have been sound play, as Black would have moved K Q, threatening the terrible move of R K.

(*c*) A truly fine conception, worthy of the conqueror in the Tournament of 1851. The game, indeed, throughout, is conducted with marked skill, and will amply repay the student who gives it close attention.

(*d*) Winning the exchange.

(*e*) This position forms a highly instructive chess study, and is represented accordingly on a diagram. (See page 287.)

(*f*) Though White has lost the exchange, he has an excellent game.

(*g*) Played with Herr Anderssen's wonted dash and spirit.

(*h*) We see no more promising move; for if B K 5, White would have checked with B at K 5, and followed that up with Kt × B, winning easily.

BARNES AND MORPHY.

GAME I.—(PHILIDOR'S DEFENCE.)

White.—Mr. Barnes.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 3
3. P Q 4	3. P×P
4. Kt×P (*a*)	4. Kt K B 3 (*b*)
5. B Q 3	5. B K 2
6. Kt Q B 3	6. Castles
7. Castles	7. P B 4
8. K Kt K 2	8. Kt B 3
9. P B 4	9. P Q R 3
10. P Q R 4	10. B Kt 5
11. P K R 3	11. B×Kt
12. Q×B	12. R K
13. Q B 2	13. R Q B
14. P K Kt 4	14. Kt Q Kt 5
15. P Kt 3	15. P Q 4 (*c*)
16. K R (*d*)	16. P×P
17. Kt×P	17. Kt×Kt
18. B×Kt	18. B B 3
19. B×Kt P	19. B×R

20. B×R	20. Q×B
21. B K 3	21. Q B 3 ch
22. K R 2	22. B Q 5, and wins.

NOTES.

(*a*) Authors treating of this particular opening (and it has been noticed at some length by all of them) have agreed in pronouncing this move a bad one, since it gives Black an opportunity of liberating his King's Bishop. We, however, in an analysis of it, have proved its soundness. For which see *Chess Monthly*, vol. 2, fol. 11 and 225.

(*b*) P Q 4 is the better move here, and the proper line of attack and defence is as follows (we give only the main variations; for a more extended analysis we refer our readers to the work mentioned in the previous note):

	4. P Q 4
5. P K 5	5. P Q B 4
6. B Kt 5 ch	6. B Q 2 (best)
7. P K 6	7. B×B (best) or A
8. P×P ch	8. K×P
9. Kt×B	9. Q K ch
10. Q K 2	10. Q×Q ch
11. K×Q, even game.	

(A)

	7. P×P or B
8. Kt×P	8. Q K 2 (best)
9. B×B ch	9. Kt×B
10. Castles, with the better game.	

(B)

	7. P×Kt
8. P×B ch	8. Kt×P
9. Q×P	9. Kt K B 3
10. Castles	10. B K 2 (best)
11. Kt Q B 3	11. P Q R 3
12. B Q R 4	12. P Q Kt 4
13. B Kt 3, and the isolated Queen's Pawn is weak.	

(*c*) Very well played, liberating the confined Bishop. We give a diagram of the position after this move.

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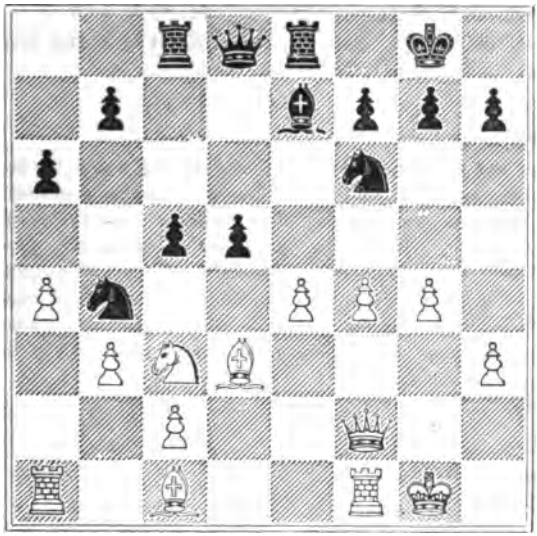

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(*d*) The correct move; for had White advanced P K 5, Black would have obtained a fine game thus:

16. P K 5	16. P Q B 5
17. P × P	17. B B 4
18. B K 3	18. P Q 5
19. P × Kt (best)	19. R × B, and Black has the

preferable game.

GAME II.—(IRREGULAR OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Barnes.
1. P K 4	1. P K B 3 (*a*)
2. P Q 4	2. P K 3
3. B Q 3	3. Kt K 2

4. B K 3	4. P Q 4
5. Kt Q B 3	5. P×P
6. Kt×P	6. Kt Q 4
7. Kt R 3	7. B K 2
8. Q R 5 ch	8. P Kt 3
9. Q R 6	9. B B
10. Q R 4	10. B Kt 2
11. Castles K R	11. Castles
12. P Q B 4	12. Kt×B
13. P×Kt	13. P K B 4
14. Q Kt Kt 5	14. P K R 3
15. Kt B 3	15. P K 4 (*b*)
16. Q×Q	16. R×Q
17. B B 2 (*c*)	17. P×P
18. P×P.	18. B×P ch
19. Kt×B	19. R×Kt
20. K R K	20. K B 2
21. P B 5	21. B K 3
22. Q R Q	22. Kt Q B 3
23. R×R	23. Kt×R
24. B R 4	24. P K Kt 4
25. R Q	25. R Q
26. P R 3	26. P B 5
27. Kt B 2	27. Kt K 7 ch
28. K B	28. R×R ch
29. B×R	29. Kt Q 5
30. K K	30. K B 3
31. K Q 2	31. Kt Kt 6 ch
32. B×Kt	32. B×B
33. Kt Kt 4 ch	33. K Kt 3
34. P K Kt 3	34. P K R 4
35. Kt B 2	35. K B 4

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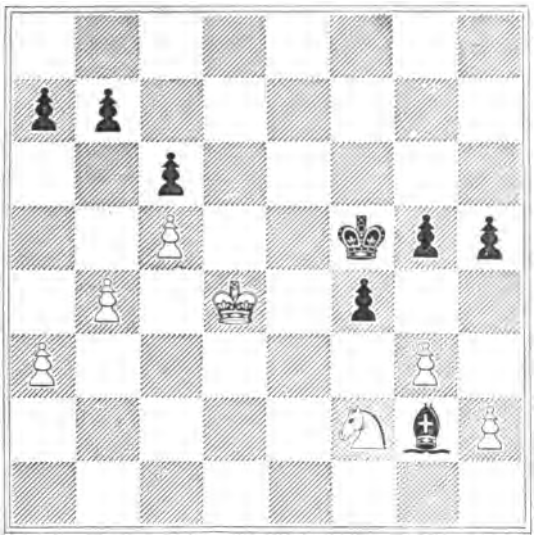

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36. K B 3	36. B Q 4
37. K Q 4	37. P B 3
38. P Q Kt 4	38. B Kt 7 (*d*)
39. P×P	39. K×P
40. P Q R 4	40. B B 8
41. Kt K 4	41. P R 5
42. Kt Q 2	42. B K 7
43. Kt K 4	43. P Kt 5
44. Kt B 2	44. K B 6
45. Kt K 4	45. B B 8 (*e*)
46. K K 5	46. B Q 6
47. Kt Kt 5 ch	47. K Kt 7

48. K Q 6	48. K×P
49. K B 7	49. K Kt 6
50. K×Kt P	50. P R 6 (*f*), and wins.

NOTES.

(*a*) Mr. Barnes being aware of Mr. Morphy's thorough acquaintance with every book opening, probably adopted this unusual defence to neutralize the effect of his opponent's theoretical knowledge, as far as possible.

(*b*) Black might have won a piece here by P K Kt 4; but no doubt considered by so doing that he would too far expose his King. The move in the text is a good one, and wins a clear Pawn.

(*c*) This was altogether compelled.

(*d*) The diagram annexed shows the situation of the forces after Black's thirty-eighth move. (See page 293.)

(*e*) Mr. Barnes might have advanced the Pawn to Kt 6 and again gained a piece. The move he selected, however was equally effective.

(*f*) The victor throughout conducted his game with marked skill and prudence.

GAME III.—(RUY LOPEZ KNIGHT'S GAME.)

White.—Mr. Barnes.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B Kt 5	3. Kt B 3 (*a*)
4. P Q 4	4. P×P
5. P K 5	5. Kt K 5
6. Castles	6. P Q R 3
7. B R 4	7. Kt B 4
8. B×Kt	8. Q P×B
9. Kt×P	9 B K 2

10. Kt Q B 3 (*b*)	10. Castles
11. B K 3	11. P K B 3 (*c*)
12. P×P	12. R×P
13. Q K 2	13. R Kt 3 (*d*)
14. K R	14. B Q 3
15. Q R Q	15. Q R 5
16. P B 4	16. B Kt 5
17. Kt B 3	17. Q R 4
18. B×Kt	18. B×B
19. Kt K 4 (*e*)	19. B Kt 3
20. Q Kt Kt 5	20. P R 3
21. Q B 4 ch	21. K R
22. Kt B 7 ch	22. K R 2
23. Q Kt K 5	23. R B 3
24. Kt×B	24. Q×Kt
25. Kt K 5	25. Q K 3
26. Q K 4 ch	26. Q B 4
27. Q×Q ch	27. R×Q
28. P K Kt 4	28. R B 3
29. P B 5	29. R K (*f*)
30. Kt Kt 6	30. R K 7
31. R Q 8	31. R×Kt (*g*)
32. P×R ch	32. K×P
33. R Q 7	33. R×B P
34. K R B 7	34. B Q 5
35. R×B P	35. R×Kt P
36. R×Kt P	36. R×Q R P
37. P K R 4	37. P Q R 4 (*h*)
38. P R 5 ch	38. K Kt 4
39. R×P ch	39. K R 5
40. Q R K 7	40. P Q R 5 (*i*), and wins.

NOTES.

(*a*) P Q R 3, and then Kt K B 3 is more advisable, and, indeed, this is the most satisfactory defence that has yet been promulgated.

(*b*) P K B 4 would have been a more attacking move.

(*c*) It is noticeable in Mr. Morphy's game, that after castling he takes the earliest opportunity, with safety, of throwing up the K B P. This mode of play is correct in principle, as it frees the K R, and in the hands of a master is usually productive of advantage.

(*d*) The Rook is now well placed.

(*e*) Threatening to win a piece by Q B 4 ch.

(*f*) From this point to the close Mr. Morphy conducts his game most skilfully. We append a diagram showing the present position of the pieces.

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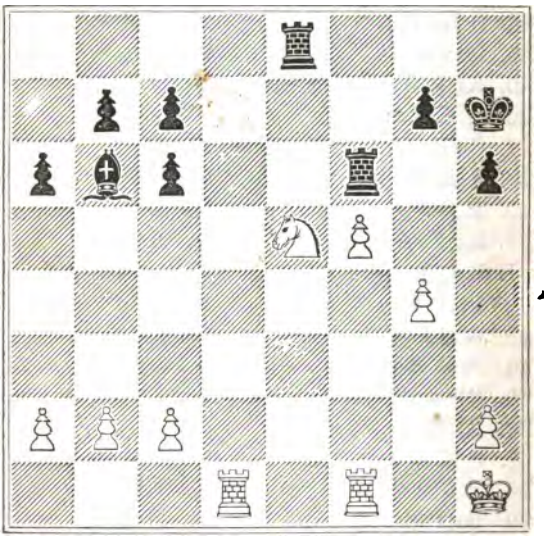

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(*g*) His Rook and Bishop are so advantageously placed, that the sacrifice of the Rook was perfectly sound.

(*h*) The reader should study this move closely; it appears unimportant, but is a link of high value in the chain of combination, and brings the game to a speedy and successful termination.

Position of the forces after Black's 39th move.

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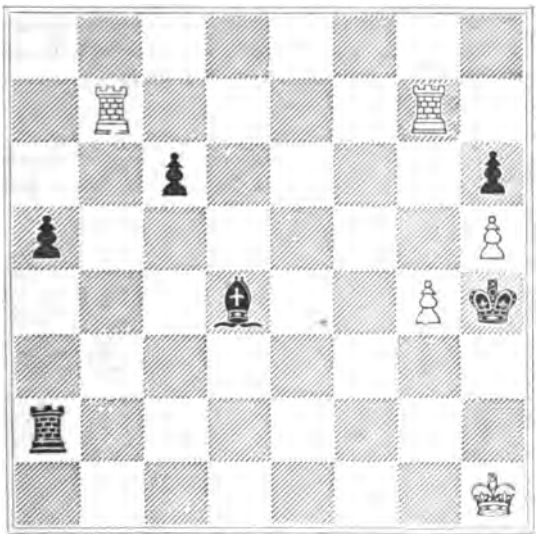

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(*i*) To prevent the Rook from being played to Q Kt 3, which would have given White the chance of saving the mate, which is now impossible; for Black plays K Kt 6, and then R K R 7, or Q R 8 ch, and it follows at once.*

GAME IV.—(PHILIDOR'S DEFENCE.)

White.—Mr. Morphy.	*Black.*—Mr. Barnes.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 3

3. P Q 4	3. P×P
4. B Q B 4 (*a*)	4. B K 2 (*b*)
5. P Q B 3	5. P Q 6
6. Q Kt 3	6. B K 3
7. B×B	7. P×B
8. Q×Kt P	8. Kt Q 2
9. Q Kt 5	9. K Kt B 3
10. Kt K Kt 5	10. R Q Kt
11. Q R 4 (*c*)	11. Castles
12. Kt×K P	12. Kt B 4 (*d*)
13. Kt×Kt	13. P×Kt
14. Q B 4 ch	14. K R
15. Castles	15. Kt Kt 5
16. P B 4	16. P Q 7
17. B×P	17. R×Kt P
18. P K R 3	18. R×B
19. Kt×R	19. Kt K 6
20. Q K 2	20. Kt×R
21. R×Kt	21. Q Q 2
22. Kt B 4	22. Q Kt 4
23. P K 5	23. B R 5
24. P B 5	24. B K 2
25. Q Kt 4	25. Q Q 2
26. R Q (*e*)	26. Q×P
27. Q×Q	27. R×Q
28. R Q 7	28. B B
29. P K 6, and wins.	

NOTES.

(*a*) This mode of resolving the opening into a Scotch game is quite sound. It was adopted in one of the consultation games between Staunton and Löwenthal at the St. George's.

(*b*) Kt K B 3 is the correct play.

(*c*) Keeping the Knight confined and powerless to defend the threatened King's Pawn.

(*d*) Under the circumstances, this was the proper move.

(*e*) Finely played. The sacrifice of the Pawn and the exchange of Queens renders Black unable to stop the King's Pawn from Queening, excepting with the loss of a piece. We give a diagram of the position after this move of White.

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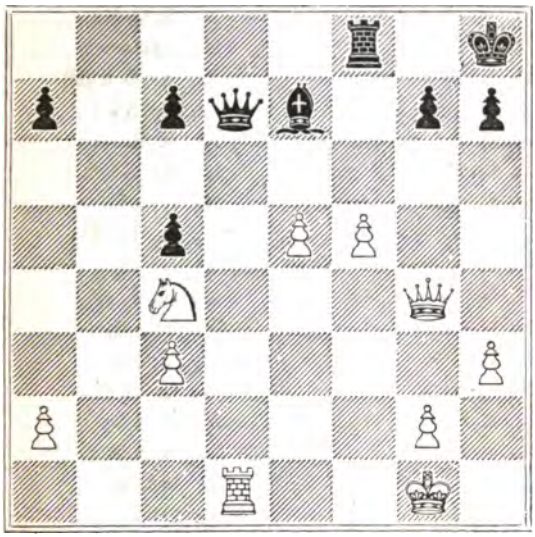

WHITE.

GAME V.—(KING'S GAMBIT DECLINED.)

White.—Mr. Morphy.	*Black.*—Mr. Barnes.
1. P K 4	1. P K 4
2. P K B 4	2. B B 4
3. Kt K B 3	3. P Q 3

4. P Q Kt 4 (*a*)	4. B Kt 3
5. B B 4	5. Kt K B 3
6. Q K 2	6. Kt B 3
7. P B 3	7. Castles
8. P Q 3	8. P×P
9. B×P	9. P Q 4 (*b*)
10. B Q Kt 3	10. P×P
11. P×P	11. B Kt 5 (*c*)
12. Q Kt Q 2	12. Kt K R 4
13. B K 3	13. Kt K 4
14. Castles Q R	14. Kt Q 6 ch (*d*)
15. K B 2	15. K Kt B 5
16. B×Kt	16. Kt×B
17. Q B	17. Q K 2
18. P K R 3	18. B K R 4
19. P Kt 4	19. B Kt 3
20. K Kt 2	20. Q R Q
21. Kt Q 4	21. B×Kt
22. Q×Kt	22. B K 4
23. Q K 3	23. Q×P
24. P K R 4	24. P K R 4
25. Kt B 4	25. Q K 2
26. R×R	26. R×R
27. P×P	27. B×R P
28. Q Kt 5	28. Q×Q
29. P×Q	29. B B 6
30. R K B (*e*)	30. B K 7
31. Kt×B	31. B×R
32. P Kt 6	32. K B
33. P×P	33. R Q 3
34. Kt B 3	34. R K B 3
35. Kt Kt 5	35. R B 7 ch

36. K R 3	36. P B 4
37. B Q 5 (*f*)	37. P Kt 4
38. Kt R 7 ch	38. K K 2
39. P B 8 Queen's ch	39. R×Q
40. Kt×R	40. K×Kt
41. P K 5	41. P Kt 4
42. B B 3	42. B R 6
43. P B 4	43. P×P (*g*)
44. K Kt 2	44. P Kt 5
45. B Q 5	45. P Kt 6
46. K B 3	46. B K 3 (*h*)
47. B B 6	47. K K 2
48. P R 3	48. B Q 2
49. B Q 5	49. B K 3
50. B B 3	50. K Q 2
51. K Q 2	51. B R 6
52. K K 3	52. K K 3
53. B K 2	53. P B 6, and wins.

NOTES.

(*a*) This move was first adopted by the editor when playing his match with Harrwitz.

(*b*) Mr. Barnes, by playing this, gained the superior game.

(*c*) It would seem as if the K P might have been taken with advantage, *e. g.*:

	11. Kt×K P
12. Q×Kt	12. R K
13. B K 5 *	13. Q K 2, and wins a piece.

(*d*) Q Q 6 might have been moved with more advantage; for White would have been compelled to exchange Queens, thereby losing a Pawn and leaving his opponent with the best game.

(*e*) If White had moved R R 3, Black might advantageously have replied with B K Kt 7. We add a diagram, where the position of the pieces is shown after Black's thirtieth move.

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* If	13. Kt K 5	13. Kt×Kt
	14. B×Kt	14. Q K 2, &c.

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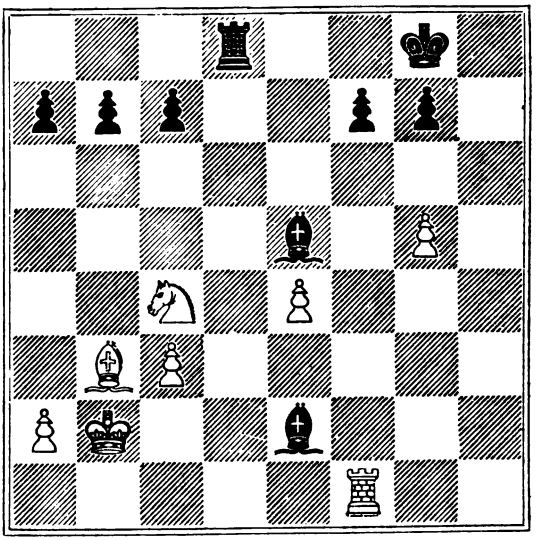

WHITE.

(*f*) Mr. Morphy for some time has had a very up-hill game to fight, but now he in some measure wrests the attack from his adversary.

(*g*) Very well played. This makes it excessively difficult for White to win, even if he could have done so before.

(*h*) This is also well played. Had the Pawn been pushed to Kt 7, White would have taken it and drawn the game.

GAME VI.—(PHILIDOR'S DEFENCE.)

White.—Mr. Barnes.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 3
3. P Q 4	3. P K B 4

4.	P×K P	4. B P×P
5.	Kt Kt 5	5. P Q 4
6.	P K 6	6. B B 4
7.	Kt B 7 (*a*)	7. Q B 3
8.	B K 3	8. P Q 5 (*b*)
9.	B K Kt 5	9. Q B 4
10.	Kt×R	10. Q×B
11.	B B 4	11. Kt Q B 3
12.	Kt B 7	12. Q×P
13.	R B	13. Kt B 3
14.	P K B 3 (*c*)	14. Kt Q Kt 5 (*d*)
15.	Kt R 3 (*e*)	15. B×P (*f*)
16.	B×B (*g*)	16. Kt Q 6 ch
17.	Q×Kt (*h*)	17. P×Q
18.	Castles	18. B×Kt
19.	B Kt 3	19. P Q 7 ch (*i*)
20.	K Kt (*k*)	20. B B 4
21.	Kt K 5	21. K B
22.	Kt Q 3	22. R K
23.	Kt×B	23. Q×R, and wins.

NOTES.

(*a*) As we have stated previously, Kt × K P is here the correct move.

(*b*) This gives Black a fine attack.

(*c*) Highly objectionable, exposing him unnecessarily to an assault of a formidable nature.

(*d*) The promptitude with which Mr. Morphy takes advantage of his opponent's error is well worth notice.

(*e*) The only move to avert the threatened danger.

(*f*) This is all very instructive.

(*g*) Mr. Barnes did not give sufficient attention to the position, or he must have observed how greatly this move compromises his game. The diagram shows the position.

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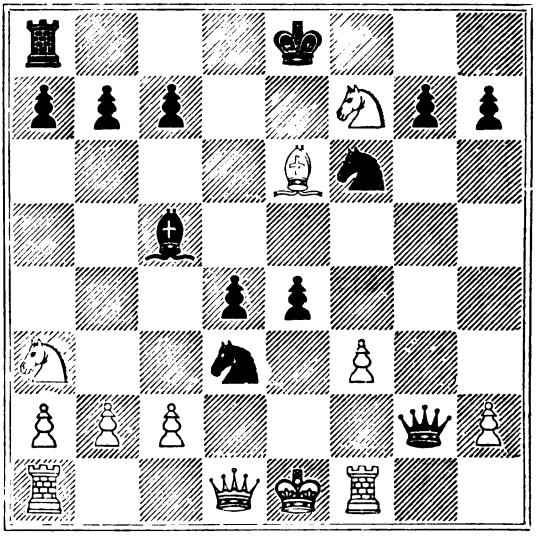

WHITE.

(*h*) White was compelled to sacrifice the Queen; for if instead he had captured Kt with P, he would have been mated in two moves.

(*i*) These moves are all in the best style.

(*k*) It is clear that he could not take the Pawn without incurring the loss of his two Rooks.

GAME VII.—(KING'S BISHOP'S OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Barnes.
1. P K 4	1. P K 4
2. B B 4	2. Kt K B 3

3.	Kt K B 3 (*a*)	3. Kt×P
4.	Kt B 3 (*b*)	4. Kt×Kt
5.	Q P×Kt	5. P K B 3 (*c*)
6.	Castles	6. Kt B 3 (*d*)
7.	Kt R 4	7. Q K 2
8.	Kt B 5	8. Q B 4
9.	B Kt 3	9. P Q 4
10.	B K 3	10. Q R 4
11.	Kt R 4	11. B K 3 (*e*)
12.	Q R 5 ch	12. P K Kt 3 (*f*)
13.	Kt×P (*g*)	13. B B 2
14.	Q R 4	14. B×Kt
15.	Q×B P	15. R K Kt
16.	Q R Q	16. B K 2
17.	Q K 6 (*h*)	17. B B 2
18.	Q R 3	18. Kt Q
19.	P K B 4	19. P K 5
20.	R×P (*i*)	20. B×R
21.	Q R 5 ch	21. K B
22.	B×B	22. R Kt 2
23.	P Q Kt 4 (*k*)	23. Q R 3 (*l*)
24.	P B 5	24. Kt B 2
25.	P B 6 (*m*)	25. B×P
26.	P Kt 5 (*n*)	26. Q Q 3 (*o*)
27.	B×Kt	27. P Kt 3 (*p*)
28.	B R 6	28. K K 2 (*q*)
29.	B×R	29. B×B
30.	B Kt 3	30. R K B
31.	R B 7 ch	31. R×R
32.	Q×R ch	32. K Q
33.	Q×B	33. Q Q 8 ch
34.	K B 2	34. Q Q 7 ch

35. K Kt 3	35. P K 6
36. Q B 6 ch	36. K B (*r*)
37. B K 6 ch, and wins.	

NOTES.

(*a*) This converts the game into the Petroff's opening.

(*b*) We cannot praise this mode of continuing the attack; for if correctly met, the position gained by it is no equivalent for the Pawn sacrificed.

(*c*) A move first adopted by Harrwitz.

(*d*) This is not to be commended; for the Knight now occupies a square which should be filled by the Q B P preparatory to the advance of the P to Q 4th, and the shutting out of the adverse Bishop from the command of the diagonal on which it stands. The correct move is Q K 2, and this gives the second player the superior game, for White cannot play Kt Q 4 on account of Q B 4, &c. P Q 3 may also be adopted by Black on his sixth move, but is inferior to Q K 2. It might, however, be as well to glance at its effect.

	6. P Q 3
7. Kt R 4	7. Q K 2 (best) *
8. P K B 4	8. B K 3,

maintaining the Pawn.

(*e*) Though we have censured Mr. Barnes' sixth move, we must admit that his mode of opening this game is in accordance with the rules laid down by the best authorities.

(*f*) It would probably have been better to have interposed the Bishop.

(*g*) A bold measure but productive of most interesting positions. A study of the situation will be found to repay those who give it their attention.

---

* If

	7. P K Kt 3
8. P K B 4	8. P K R 4

9. Kt×B P, with a fine game; for if Black capture the Knight with Pawn, White checks with Queen at Rook's fifth; and if with Bishop, plays Q Q 5, with a fine attack. This first occurred in a game between Szén and Spitzer. See Berlin "Schachzeitung," 1857, page 237; and was noticed in the "Chess Player's Chronicle," 3d series, 1859, page 30.

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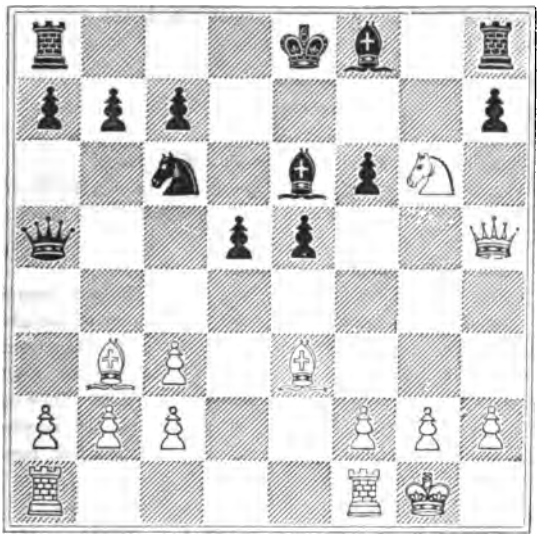

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(*h*) A good move, as it prevents the opponent's King from taking up a less exposed position.

(*i*) Finely played.

(*k*) Mr. Morphy here exhibits his wonted accuracy.

(*l*) Q Kt 4, and subsequently Q K would have been better; but White in any case would have had an excellent attack.

(*m*) Winning a piece by force. The position is a very pleasing one, and we give a second diagram in illustration of it. (See page 308.)

(*n*) Beautifully followed up.

(*o*) The only move; for if the Queen had taken the Pawn, two pieces would have been lost instead of one.

(*p*) If the Bishop had been taken, Black would obviously have lost his Queen.

(*q*) This seems best, as White threatened to win a Rook by B Q 5.

(r) Had Black played K K or K Q 2, mate would have followed in a few moves.

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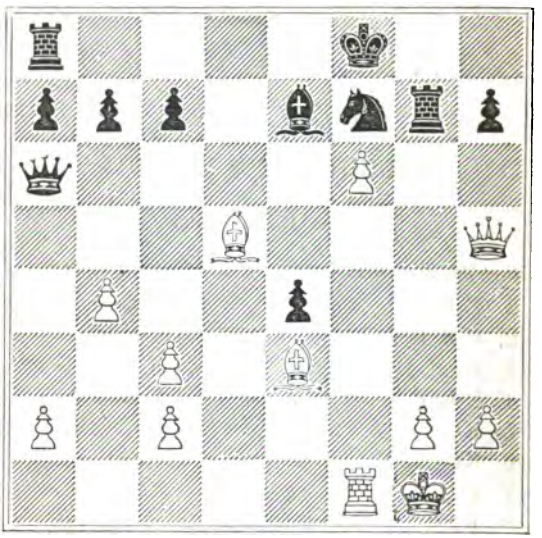

WHITE.

BAUCHER AND MORPHY.

(ALLGAIER GAMBIT.)

White.—Mr. Baucher.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. Kt K B 3	3. P K Kt 4
4. P K R 4	4. P Kt 5
5. Kt K 5	5. Kt K B 3
6. Kt×Kt P	6. Kt×P
7. P Q 3	7. Kt Kt 6
8. B×P	8. Kt×R (*a*)
9. Q K 2 ch	9. Q K 2
10. Kt B 6 ch	10. K Q
11. B×P ch	11. K×B
12. Kt Q 5 ch	12. K Q
13. Kt×Q	13. B×Kt (*b*)
14. Q Kt 4	14. P Q 3 (*c*)
15. Q K B 4	15. R Kt
16. Kt B 3	16. B K 3
17. B K 2	17. Kt B 3
18. Castles	18. Kt Kt 6
19. B B 3	19. Kt B 4 (*d*)
20. P Q 4	20 Kt×R P

21. K Kt	21. Kt×B
22. P×Kt	22. P Q 4
23. Kt Kt 5	23. R Q B
24. P B 4	24. K Q 2
25. P×P	25. B×P
26. Kt B 3	26. B Q 3
27. Q B 5 ch	27. B K 3
28. Q Q Kt 5	28. K B 2
29. K R	29. B Q 2
30. Kt Q 5 ch	30. K Kt
31. Kt B 6	31. K R Q
32. P Q 5 (*e*)	32. Kt K 4
33. Q K 2	33. B K B 4
34. Kt K 4	34. B×Kt
35. P×B	35. Kt B 5
36. R Q B	36. P Kt 4 (*f*)
37. P K 5	37. Kt×K P
38. Q×P ch	38. K R
39. R Q	39. R B 7
40. Q R 6	40. P B 4
41. K Kt	41. R B 2
42. R K B	42. Kt B 5
43. R B 2	43. R Q Kt
44. P Kt 3	44. B R 6, and wins.

NOTES.

(*a*) The line of play recommended here is

	8. Q K 2 ch
9. B K 2	9. Q Kt 5 ch
10. B Q 2	10. Q Kt 3, &c.

(*b*) This mode of play is not usual, but Black gains a full equivalent by it for his lost Queen, and as White cannot retard the development of

Black's pieces on the right wing, the latter's game might be taken for choice.

(*c*) R K is also an effective move.

(*d*) The game of the second player is now well developed. His pieces ready to act in combination, and he has the advantage both in force and position.

(*e*) White prosecutes his attack with undeniable spirit and energy, and against a less formidable antagonist his efforts would probably have been successful.

(*f*) B B 5th might also have been played with advantage, as White must have lost his Queen if he had ventured on the capture of the Knight. The diagram shows the position at this juncture.

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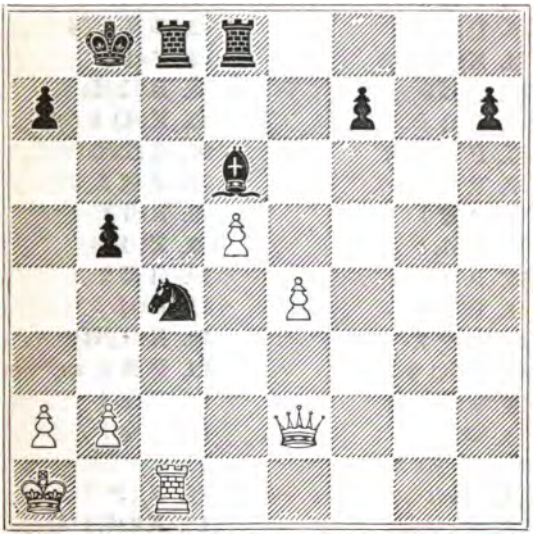

WHITE.

MORPHY AND BIRD.

GAME I.—(KING'S GAMBIT EVADED.)

White.—Mr. Morphy.	*Black.*—Mr. Bird.
1. P K 4	1. P K 4
2. P K B 4	2. B B 4
3. Kt K B 3	3. P Q 3
4. P B 3	4. B K Kt 5
5. B B 4	5. Kt Q B 3
6. P Q Kt 4	6. B Kt 3
7. P Q R 4	7. P Q R 3
8. P R 3	8. B×Kt
9. Q×B	9. Kt B 3
10. P Q 3	10. Q K 2
11. P B 5	11. R Q
12. B K Kt 5	12. Kt Q Kt
13. Kt Q 2	13. P B 3
14. Kt B (*a*)	14. P Q 4
15. B Kt 3	15. Q Q 3
16. Kt Kt 3	16. Castles
17. Kt R 5	17. P×P
18. P×P	18. Kt×Kt (*b*)
19. R Q	19. Q B 2
20. B×R	20. R×B

21. R×R ch	21. Q×R
22. Q×Kt	22. B K 6
23. Q Q	23. Q R 5 ch
24. K K 2	24. B Kt 3
25. K Q 3	25. Kt Q 2
26 Q Kt 4 (*c*)	26. Q B 7

27. P B 6, and Black resigns.

NOTES.

(*a*) The Knight can now be brought to aid strongly in the attack which White has in preparation.

(*b*) K R seems to us as if it would in some measure have diminished the power of the attack.

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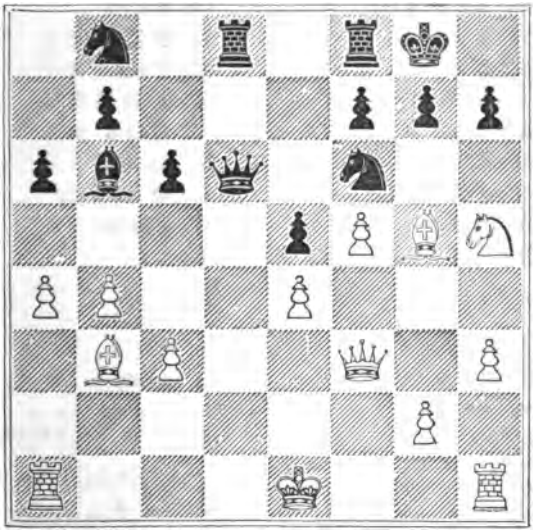

WHITE.

(*c*) A very clever termination.

GAME II.—(ALLGAIER GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Bird.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. Kt K B 3	3. P K Kt 4
4. P K R 4	4. P Kt 5
5. Kt K 5	5. Kt K B 3
6. B B 4	6. P Q 4
7. P×P	7. B Q 3
8. P Q 4	8. Kt R 4
9. Kt Q B 3 (*a*)	9. B K B 4
10. Kt K 2 (*b*)	10. B×Kt
11. P×B	11. P B 6
12. P×P	12. P×P
13. B K Kt 5 (*c*)	13. P K B 3 (*d*)
14. P×P	14. Q Q 3
15. Q Q 4	15. P×Kt
16. B×P	16. Q Kt 6 ch
17. K Q 2	17. Castles
18. Q R K Kt, and wins.	

NOTES.

(*a*) One of Mr. Morphy's many excellent inventions. We first saw him use it successfully against Mr. Medley.

(*b*) Entirely neutralizing the power of the adverse King's Knight.

(*c*) With a winning position.

(*d*) P × Kt instead would have availed nothing; because White, by retaking the Pawn with Queen, would have regained the piece, bringing her at the same time into powerful co-operation with the Bishop.

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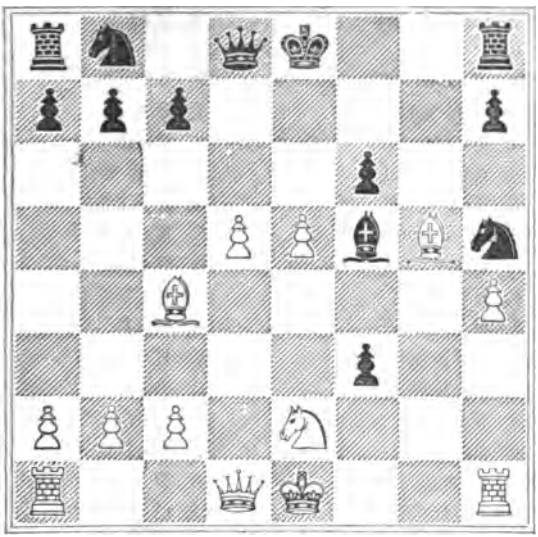

WHITE.

GAME III.—(EVANS' GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Bird.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B B 4
6. P Q 4	6. P×P

7. P×P	7. B Kt 3
8. Castles (*a*)	8. P Q 3
9. P Q 5	9. Kt R 4
10. P K 5	10. Kt×B
11. Q R 4 ch	11. B Q 2
12. Q×Kt	12. P×P
13. Kt×P	13. Q B 3
14. Kt×B (*b*)	14. K×Kt (*c*)
15. Q K Kt 4 ch (*d*)	15. K K
16. B Kt 5	16. Q Kt 3 (*e*)
17. Kt B 3	17. Kt B 3
18. Q R K ch	18. K B
19. Q Kt 4 ch	19. K Kt
20. B×Kt	20. Q×B
21. Kt K 4	21. Q Kt 3
22. K R	22. P K R 4
23. P B 4	23. P R 5
24. P B 5	24. Q R 4 (*f*)
25. R B 4 (*g*)	25. P K B 3 (*h*)
26. Kt×P ch	26. P×Kt
27. R Kt 4 ch	27. Q×R
28. Q×Q ch	28. K B
29. R K 6	29. R R 3
30. Q K B 4	30. K Kt 2
31. R K 7 ch, and wins.	

NOTES.

(*a*) Boden, in his "Popular Introduction," has suggested B Kt 2 here, a move well worth the student's attention. A close examination of it has satisfied us that it has no little merit.

(*b*) A good move.

(*c*) Taking the Rook with Queen would have been impolitic, as the subsequent extrication of the Queen would have been difficult.

(*d*) The attack is continued with Mr. Morphy's characteristic energy. The diagram given represents the forces as they stood after the fifteenth move of Black.

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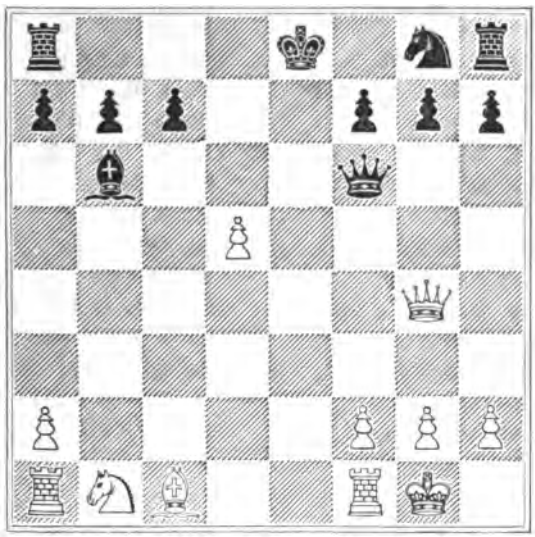

WHITE.

(*e*) Had the Rook been captured instead, White would have checked with Rook, and so secured an easy victory.

(*f*) Q Kt 5 would only have lost time, as she would at once have been driven back by P K R 3.

(*g*) A masterly move, threatening to win the Queen by Kt B 6th ch, &c. We give a diagram of this interesting position. (See page 318.)

(*h*) If K R 2, White would equally have checked at K B 6 and won the Queen.

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WHITE.

GAME IV.—(PHILIDOR'S DEFENCE.)

White.—Mr. Bird.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. P Q 3
3. P Q 4	3. P K B 4
4. Kt B 3 (*a*)	4. P×K P
5. Q Kt×P	5. P Q 4
6. Kt Kt 3	6. P K 5 (*b*)
7. Kt K 5	7. Kt K B 3
8. B K Kt 5	8. B Q 3

9. Kt R 5	9. Castles
10. Q Q 2 (*c*)	10. Q K (*d*)
11. P K Kt 4	11. Kt×P
12. Kt×Kt (*e*)	12. Q×Kt
13. Kt K 5	13. Kt B 3
14. B K 2	14. Q R 6
15. Kt×Kt	15. P×Kt
16. B K 3	16. R Kt (*f*)
17. Castles Q R (*g*)	17. R×B P (*h*)
18. B×R	18. Q Q R 6 (*i*)
19. P B 3 (*k*)	19. Q×R P
20. P Kt 4	20. Q R 8 ch
21. K B 2	21. Q R 5 ch
22. K Kt 2	22. B×Kt P
23. P×B	23. R×P ch
24. Q×R (*l*)	24. Q×Q ch
25. K B 2	25. P K 6
26. B×P	26. B B 4 ch
27. R Q 3 (*m*)	27. Q B 5 ch
28. K Q 2	28. Q R 7 ch
29. K Q	29. Q Kt 8 ch, and wins.

NOTES.

(*a*) P×K P is better play, and an advantage springs from its adoption as follows:

4. P×K P	4. B P×P
5. Kt Kt 5	5. P Q 4 (best)
6. P K 6	6. Kt K R 3 (best) *

* If

7. Kt×K P	6. B B 4
8. Q R 5 ch, &c.	7. P×Kt (best) †

† For if

8. B K Kt 5	7. B Kt 3
9. Q R 5 ch	8. Kt K 2 ‡
10. Kt B 6 ch	9. P K Kt 3
11. B mates.	10. K B

‡ If

9. B×Kt, and wins.	8. Kt K B 3

7. P K B 3	7. B K 2
8. P × P	8. B × Kt
9. Q R 5 ch	9. P Kt 3
10. Q × B	10. Q × Q

11. B × Q, with a winning position.

(*b*) The centre Pawns are now well established and Black has the better position.

(*c*) Taking Kt with Kt would have cost White a piece, and taking the Kt with Bishop would not have improved his game, *e. g.* :

10. B × Kt	10. P × B
11. Kt Kt 4	11. P K B 4
12. Kt K 5	12. P B 5, with an excellent game.

(*d*) In embarrassing positions like the present, Mr. Morphy is con-

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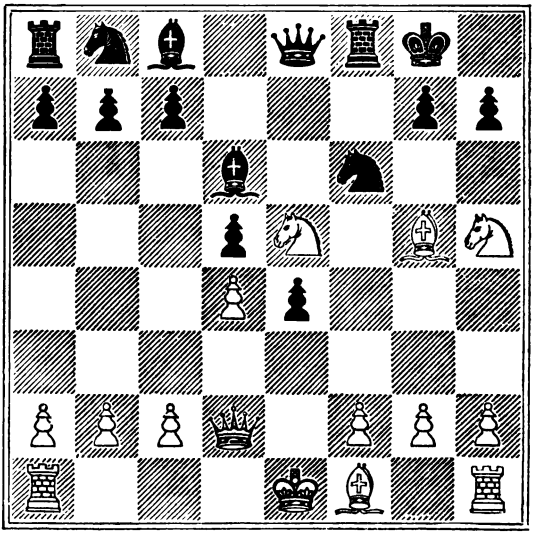

WHITE.

stantly surprising us by rapidly combining with the best defence some deep-laid scheme for his adversary's destruction. When his opponent in this instance played Kt R 5, the powers of most chess players would have been severely taxed to originate a sound defence; but the young champion strikes out a reply which combines both the offensive and defensive in their most approved form, and wins a clear Pawn. We represent the position, which is very instructive, in a diagram. (See page 320.)

(*e*) Kt × Kt P would perhaps have been more advantageous.

(*f*) A most ingenious and brilliant conception, that deserves the student's closest attention.

(*g*) The reply that Mr. Morphy evidently anticipated.

(*h*) This sacrifice is the more admirable, as it is perfectly sound. A diagram is added of the position.

(*i*) Most skilfully followed up.

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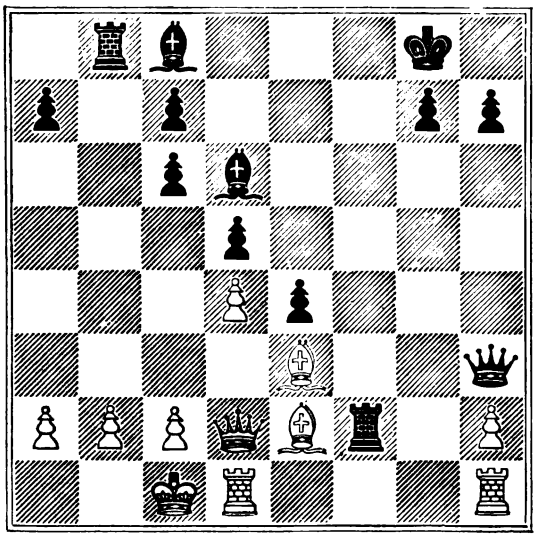

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(*k*) We see nothing more promising; for Q K Kt 4 would have been answered with P K 6, threatening mate again; and if Queen or Bishop then take the Pawn, Black wins in three moves. The check at Q 8 after Q Kt 4 were worse than useless.

(*l*) This is forced.

(*m*) If the Bishop had been interposed, the piece would have been lost at once by Q B 5 ch, &c.

MORPHY AND BODEN.

GAME I.—(EVANS' GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Boden.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B Kt 3
5. P Q R 4	5. P Q R 3 (*a*)
6. P B 3 (*b*)	6. P Q 3
7. P Q 3	7. Kt B 3
8. Q Kt 3	8. Q K 2
9. B K Kt 5	9. P R 3
10. B R 4	10. Kt Q
11. Q Kt Q 2	11. P Kt 4
12. B Kt 3	12. Kt R 4
13. P R 3	13. Q B 3
14. Kt R 2	14. Kt K 3 (*c*)
15. Castles Q R	15. K Kt B 5
16. Kt Kt 4	16. Q Kt 2
17. K Kt (*d*)	17. P K R 4
18. Kt K 3	18. B×Kt
19. P×B	19. Kt×Kt P
20. B B 2	20. Kt R 5
21. B×Kt	21 P×B

22. K R Kt	22. Q R 3
23. Kt B 3	23. Q×P
24. Kt×R P	24. Q×R P
25. Kt B 5	25. B Q 2
26. Q R 2 (*e*)	26. Kt B 5 (*f*)
27. R Kt 3	27. B×Kt
28. R×Q	28. B×R
29. B×P ch	29. K Q 2 (*g*)
30. P Q 4	30. B Kt 5
31. R Q 2	31. K K 2
32. Q B 4	32. P B 3
33. P×P	33. P×P
34. R K B 2	34. Q R Q
35. Q B 5 ch	35. K B 3 (*h*)
36. B Kt 3	36. K R K (*i*)
37. P R 5	37. R Q 6
38. Q B 4	38. R Q 2
39. K R 2	39. K R Q
40. K R 3	40. K Kt 4
41. Q B 5	41. K B 3 (*k*)
42. R×Kt ch	42. P×R
43. P K 5 ch	43. K Kt 3
44. B B 2 ch	44. R Q 6 (*l*)
45. Q K 7	45. K R Q 2
46. Q B 6 ch	46. K R 2
47. P K 6	47. K R Q 3
48. Q B 7 ch	48. K R 3
49. Q×P ch	49. K Kt 2
50. Q Kt 5 ch	50. K R
51. Q R 6 ch	51. K Kt
52. Q Kt 6 ch	52. K R
53. B×R, and wins.	

NOTES.

(*a*) P Q R 4 is recommended in the Handbook where White is told to continue his game as follows:

6. P Kt 5	6. Kt Q 5
7. Kt × P	7. Q B 3
8. Kt K B 3	8. Kt K 3
9. P K 5 (better game).	

(*b*) Intending to bring the Queen to her Knight's third.

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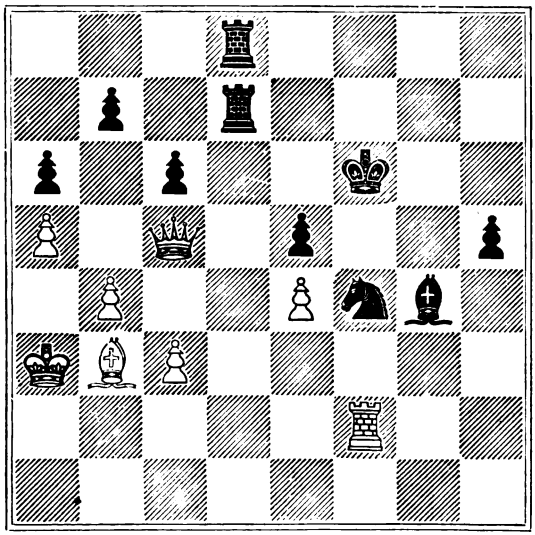

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(*c*) Kt × B, followed by Q K B 7 ch, would have secured two Pawns but Mr. Boden thought it better to develop his game by bringing out the pieces on the Queen's side.

(*d*) The best move; as, with the King at Bishop's square, White could not have retreated the Kt to K 3, when Black advanced his Pawn

to K R 4, or he would have lost a piece by either B × Kt, &c., or Kt K 7 ch, &c.

(*e*) Threatening to win the Queen.

(*f*) Mr. Boden selected the best course here in giving up the Queen; for he obtained a full equivalent for her loss, and one sufficient to have secured the draw if his game had been properly continued.

(*g*) K K 2 would have been the better move.

(*h*) Had he taken the Bishop, White would have captured the King's Pawn with Queen, and the Knight could not have been saved.

(*i*) P R 5 would perhaps have proved stronger play.

(*k*) He should have played Rook to King's square, as we think will be apparent on reference to the diagram annexed. (See p. 325.)

(*l*) Black had no better move; for if B B 4, White would have checked at Knight's square with Queen, and so won the Bishop; and if K R 3, Mr. Morphy would have played P K 6, and when the Bishop took the Pawn, have moved Q K 5, winning easily.

GAME II.—(RUY LOPEZ KNIGHT'S GAME.)

White.—Mr. Morphy.	*Black.*—Mr. Boden.
1. P K 4	1. P K 4
2. Kt K B 3	2 Kt Q B 3
3. B Kt 5	3. B B 4
4. P B 3	4. Q K 2
5. Castles	5. P B 3 (*a*)
6. P Q 4	6. B Kt 3
7. Kt R 3	7. Kt Q
8. Kt B 4	8. Kt B 2
9. Kt K 3	9. P B 3
10. Kt B 5	10. Q B
11. B R 4 (*b*)	11. P Kt 3
12. Kt K 3	12. P Q 3
13. P Q 5	13. B Q 2

14. P×P	14. P×P
15. Kt B 4	15. R B
16. P Q Kt 3	16. B K 3 (*c*)
17. Q Q 3	17. Q K 2 (*d*)
18. B R 3	18. B×Kt
19. Q×B	19. K B
20. Q R Q	20. P Q B 4 (*e*)
21. R Q 3	21. K Kt R 3
22. K R	22. K Kt 2
23. B B	23. K R B
24. P K Kt 4 (*f*)	24. Kt×P
25. P K R 3	25. K Kt R 3
26. R Kt	26. K R
27. Kt R 4	27. R K Kt
28. Q R Kt 3	28. P Kt 4
29. Kt B 5	29. Kt×Kt
30. P×Kt	30. Q Kt 2 ch
31. K R Kt 2	31. P Q 4
32. Q K Kt 4	32. Kt R 3
33. Q R 5	33. Kt×P
34. R B 3	34. Kt Kt 2 (*g*)
35. Q R 6	35. B Q (*h*)
36. R×P (*i*)	36. B×R
37. Q×B	37. Q R B
38. Q×K P	38. R B 4
39. Q K 3 (*k*)	39. P Q 5
40. P×P	40. R B 6
41. Q K 2	41. P×P
42. B×P	42. P Q 6
43. Q Q 2	43. Q Q 4
44. P Kt 4	44. K R K B (*l*)
45. B R 6 (*m*)	45. R×P ch (*n*)

46. K Kt	46. R K Kt
47. B Kt 5 (*o*)	47. Q Q 5
48. Q B 4	48. Q R 8 ch
49. Q B	49. Q K 4
50. B R 6	50. Kt K
51. R×R ch	51. K×R
52. B Kt 3 ch	52. K R
53. B K B 4	53. Q Kt 2 ch
54. B Kt 3	54. R R 4 (*p*)
55. Q Q	55. R K 4
56. Q×P	56. R K 8 ch

57. K Kt 2, and after a few more moves the game was abandoned as drawn.

NOTES.

(*a*) This is a favorite defence of Mr. Boden's, but it has not yet been sufficiently tested in actual play to enable us to speak confidently as to its merits. It seems to give the second player a more cramped position than the ordinary defences, but for all that may turn out not more objectionable.

(*b*) The opening moves on both sides are identical with those played in the ninth game of Mr. Morphy's match with the editor. The latter here, however, moved B Q 3, a move that we consider better than the one in the text.

(*c*) Well played. Black is by this enabled to get rid of his adversary's Queen's Knight, which threatened to aid very forcibly in the attack.

(*d*) The only move to liberate the pieces on the King's side.

(*e*) K Kt 2 at once would possibly have been better.

(*f*) Played, it would seem, solely to gain an attack.

(*g*) Kt R 5 looks a good move, but it is only so in appearance; White, in reply thereto, would have taken off the B P with Rook, and on Kt taking Rook, have played R B 7, a terrible rejoinder.

(*h*) Mr. Boden played the last series of moves with very great ability, completely extricating himself from the constrained position that he previously occupied.

(*i*) White was in a manner compelled to play thus, and free himself from the Pawns so strongly arrayed in opposition.

(*k*) Black has so good an attack that extreme nicety of play was required on the part of his opponent.

(*l*) R × P ch, and then Q K 4, would no doubt have been much better play.

(*m*) The position here is instructive and interesting, and a diagram of it will not be out of place.

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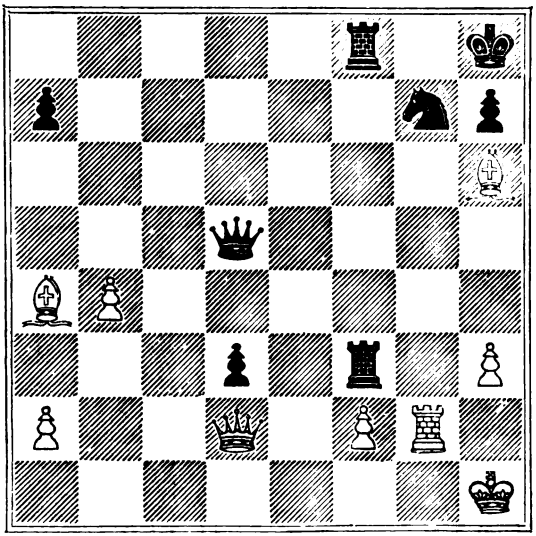

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(*n*) Taking the K B P would have been bad, *e. g.*.

	45. R × P
46. B × Kt ch	46. K Kt
47. B Q Kt 3	47. R × Q (best)
48. B × Q ch, and wins.	

(*o*) Mr. Morphy selected the best move. Had he played Q K B 4,

Black would have gained the piece by R × B, and if B Q Kt 3, the game would have been soon ended on Black's posting Queen at K R 4.

(*p*) The following variation would have occurred, in all probability, if Black had played R R 5:

	54. R R 5
55. Q K	55. Kt B 3 (best)
56. Q K 3	56. Q K Kt 3 (best)
57. B K B 7	57. Q Kt 2
58. Q × P, &c.	
If	55. Kt Q B 2
56. Q K 5	56. R K Kt 5
57. Q Q 6, and wins the Pawn.	

GAME III.—(KING'S GAMBIT EVADED.)

White.—Mr. Morphy.	*Black.*—Mr. Boden.
1. P K 4	1. P K 4
2. P K B 4	2. B B 4 (*a*)
3. Kt K B 3	3. P Q 3
4. P B 3	4. B K Kt 5
5. B K 2 (*b*)	5. Kt Q B 3 (*c*)
6. P Q Kt 4	6. B Q Kt 3
7. P Kt 5	7. Kt R 4
8. P Q 4	8. B × Kt
9. B × B	9. P × Q P
10. P × P	10. Q B 3
11. B K 3	11. Kt B 5
12. B B 2	12. Q × B P (*d*)
13. Castles	13. Kt B 3
14. Q Q 3 (*e*)	14. Kt Q R 4
15. Kt B 3	15. Castles K R
16. P K Kt 3	16. Q K R 3
17. K Kt 2	17. Q R K

18. Q R K	18. K R
19. B K 3	19. Q Kt 3
20. Kt K 2	20. P K R 3 (*f*)
21. B Q 2	21. P Q 4
22. Kt B 4	22. Q R 2
23. P K 5 (*g*)	23. Q×Q
24. Kt×Q	24. Kt B 5 (*h*)
25. Q B Kt 4	25. Kt K 5
26. B×R	26. R×B
27. Kt B 4	27. K Kt Q 7
28. B×P	28. Kt×R
29. B×Kt	29. Kt Q 7
30. B Q 5	30. B×P
31. P K 6 (*i*)	31. P K Kt 4
32. P K 7	32. R K
33. B×B P	33. P×Kt
34. P×P	34. R×P
35. R×R, and wins.	

NOTES.

(*a*) Authors generally concur in denoting this as the best mode of evading the King's Gambit attack. Jænisch, however, does not go to the same length. In his excellent treatise, "L'Analyse Nouvelle," p. 139, he says: "Il n'existe, dans notre opinion, aucune manière complètement satisfaisante de refuser le Gambit du Roi," &c. Boden, in his "Popular Introduction," p. 119, also recommends Kt K B 3 as a good move in declining the Gambit.

(*b*) Staunton pronounces this the best move.

(*c*) Deviating from the routine mode of play, which is B × Kt, recommended by Mr. Boden himself.

(*d*) The Queen is so badly placed, and so exposed to attack after the capture of this Pawn, that it is very questionable whether Black's tenth move, which ensured the gain of the Pawn, was judiciously chosen.

(*e*) This gains time, and enables White to develop his game.

(*f*) Taking the Pawn with the Knight would have cost Black a piece through Kt K B 4.

(*g*) Correctly played. After this move White's game must be taken for choice.

(*h*) Kt K 5 would in no way have resulted more favorably, *e. g.:*

	24. Kt K 5
25. B × Kt	25. P × B
26. B × Kt	26. B × B

27. R × K P, with the better game.

Or	26. P × Kt
27. B × B	27. B P × B

28. R Q, &c.

(*i*) Very well played. The diagram annexed shows the position of the pieces at this juncture.

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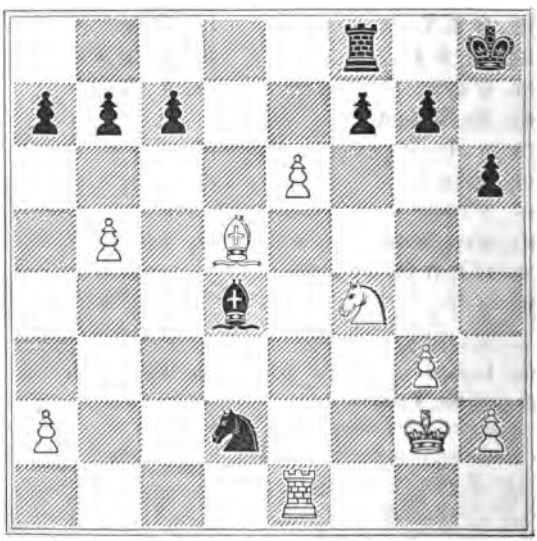

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GAME IV.—(RUY LOPEZ KNIGHT'S GAME.)

White.—Mr. Boden.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B Kt 5	3. Kt B 3
4. P Q 4	4. P×P
5. P K 5	5. Kt Q 4
6. Castles	6. B B 4
7. P B 3	7. Castles
8. P×P	8. B Kt 3
9. B Q B 4	9. Q Kt K 2
10. B K Kt 5	10. Q K
11. R K	11. P K R 3
12. B R 4 (*a*)	12. Kt B 5 (*b*)
13. Kt B 3	13. Kt B 4
14. Q Q 2	14. Kt Kt 3
15. Kt K 4 (*c*)	15. P Q 4 (*d*)
16. P×P (en pas.)	16. Q Q 2
17. Kt K 5	17. Kt×Kt
18. P×Kt	18. Kt×B
19. Kt B 6 ch	19. P×Kt
20. P K 6 (*e*)	20. Q×Q P
21. Q×P	21. B×K P
22. B×B (*f*)	22. P×B
23. R K 4	23. Kt B 4
24. R Kt 4 ch	24. K B 2, and wins.

NOTES.

(*a*) Mr. Boden up to this point opened his game with care and judgment; but we think that he would now have done better by playing B × Q Kt and then Kt R 4.

(*b*) A good move.

(*c*) All very finely played. We show the position on the diagram that follows.

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(*d*) The best reply; for if White had attempted to win the piece by Kt × B, &c., the rejoinder by Black of Kt B 6 would have proved fatal.

(*e*) This portion of the game is so well played by Mr. Boden as to entitle him most fully to the rank assigned him in the English Chess world.

(*f*) Here we think the Rook should have been posted at K 4th. It we are not mistaken, it would have secured him at least a draw.

GAME V.—(KING'S BISHOP'S OPENING.)

White.—Mr. Boden.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. B B 4	2. Kt K B 3 (*a*)

3. Kt K B 3	3. Kt×P (*b*)
4. Kt B 3 (*c*)	4. Kt×Kt
5. Q P×Kt	5. P Q B 3 (*d*)
6. Kt×P	6. P Q 4
7. Castles	7. B Q 3
8. R K	8. B K 3
9. B Q 3	9. Kt Q 2
10. P K B 4	10. Kt×Kt
11. P×Kt	11. B B 4 ch
12. K R (*e*)	12. Q R 5
13. B K 3	13. B×B
14. R×B	14. Castles K R
15. Q K	15. Q R 3
16. Q Kt 3	16. Q R K
17. Q R K	17. P Q B 4
18. B K 2	18. B Q 2
19. B B 3	19. Q K 3
20. R Q 3	20. B B 3
21. P Q Kt 4	21. P Q Kt 3 (*f*)
22. P Q R 4	22. P B 3
23. P Kt 5	23. B Kt 2
24. P B 4 (*g*)	24. P×B P
25. R Q 6	25. Q K 2
26. B×B (*h*)	26. Q×B
27. P K 6	27. Q Q B 2
28. Q R Q	28. R Q
29. K Kt (*i*)	29. R×R
30. Q×R	30. Q×Q
31. R×Q	31. R K
32. K B 2	32. K B
33. K B 3	33. K K 2
34. R Q 7 ch	34. K×P

35. R×R P	35. R K 2
36. R R 6	36. R Kt 2
37. P R 5	37. K Q 3
38. P×P	38. K K 3
39. K K 3	39. P Kt 4
40. P Kt 4 (*k*)	40. K Q 3
41. K K 4	41. K K 3, and after

some few moves the game was abandoned as drawn.

NOTES.

(*a*) We consider this the best defence.

(*b*) Heydebrand pronounces this the correct reply.

(*c*) The game now assimilates itself to that produced in the Petroff's opening, *e. g.*:

1. P K 4	1. P K 4
2. Kt K B 3	2. Kt K B 3
3. B B 4	3. Kt×P

4. Kt B 3; and in the German *Handbuch* this fourth move of White is commended as his best, Black being advised to continue the defence as follows:

	4. Kt K B 3
5. Kt×P	5. P Q 4
6. Q K 2	6. B K 2
7. B Kt 3	7. Castles, &c.

The game is now properly said to be an even one; but we think, however, that Black may safely venture to take the Knight in reply to White's fourth move, *e. g.*:

4. Kt B 3	4. Kt×Kt
5. Q P×Kt	5. P K B 3
6. Castles	6. Q K 2, &c.;

for if White now plays 7. Kt R 4, the answer would be 7. P Q B 3, and Black has a safe game and a Pawn ahead. This mode of defence has met with objections, on the ground that it subjects the player adopting it to a critical attack, and this is true when Black plays as advised, P Q 3; but if 6. Q K 2 (a move first used by Mr. Brien), the first player, we believe, is left with an inferior game.

(*d*) The Handbook gives as best here—

	5. B K 2
6. Kt × P	6. Castles, &c.;

but the text move, which is a deviation from the usual line of play, deserves attention.

(*e*) The Bishop might have been interposed, but Mr. Boden probably was apprehensive of the reply Q Kt 3.

(*f*) Necessary, as White threatened to advance the Kt P, attacking the Bishop, and then to take Queen's Pawn with his Bishop.

(*g*) The diagram below represents the position, which is one of interest and difficulty, after this move of White.

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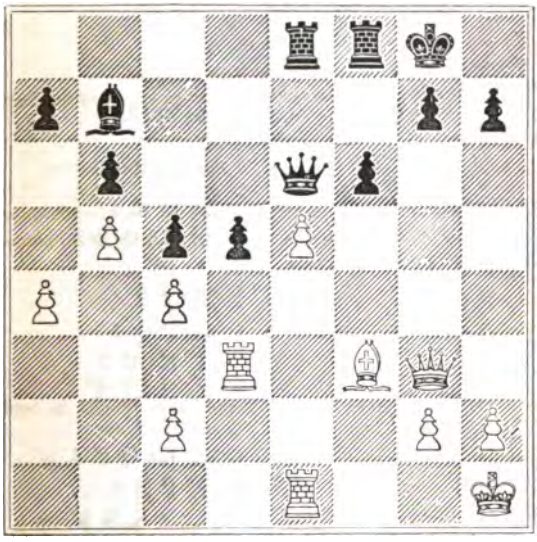

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(*h*) The following is a pleasing variation here:

26. B K R 5	26. P Kt 3 (best) *

* For if 26. R Q 27. P × P, and wins.

27. P K 6	27. B B or A
28. B K 2	28. R Q
29. R × R	29. R × R (best)
30. B × P, &c.	

(A)

	27. R Q
28. R × R	28. R × R (best)
29. B × P	29. P × B

30. Q × P ch, and draws by perpetual checking; for were Black now to interpose his Queen, White would win by P K 7th, &c.

(*i*) White could not take the Rook, as Black would have retaken with Rook and left his Queen *en prise*, threatening mate.

(*k*) All this is played by Mr. Boden most skilfully.

GAME VI.—(SCOTCH GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Boden.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. P Q 4	3. P × P
4. B Q B 4	4. B B 4
5. Castles	5. P Q 3
6. P B 3	6. Kt B 3
7. P × P	7. B Kt 3
8. Kt B 3	8. Castles
9. P Q 5	9. Kt Q R 4
10. B Q 3	10. P B 4
11. B K Kt 5	11. P K R 3
12. B R 4	12. B Kt 5 (*a*)
13. P K R 3	13. B R 4
14. P K Kt 4	14. B Kt 3
15. Q Q 2	15. R K
16. Q R K	16. B B 2

17. Kt Q Kt 5	17. K R 2 (*b*)
18. B×Kt	18. P×B
19. Kt×B	19. Q×Kt
20. Q B 3	20. Q Q
21. Kt R 4 (*c*)	21. P Kt 3
22. P B 4	22. K Kt 2
23. Kt×B	23. P×Kt
24. P K 5 (*d*)	24. R Q B
25. B Kt	25. K B 2 (*e*)
26. P K 6 ch	26. K Kt 2
27. Q Q 3	27. P B 4
28. P×P	28. Q B 3
29. P×P	29. Q×Q Kt P
30. P B 5	30. Q B 3 (*f*)
31. P K 7	31. P B 5
32. Q K Kt 3	32. P B 6
33. R K 6	33. Q Q 5 ch
34. Q B 2	34. Q×Q P
35. P B 6 ch, and wins.	

NOTES.

(*a*) P K Kt 4 would have been injudicious, as White might have taken it with Knight and gained an advantage.

(*b*) To defend the K R P, which would have fallen to the Queen after the exchanges commencing Kt × B, &c.

(*c*) A good move, paving the way for the advance of the Bishop's Pawn.

(*d*) Obtaining a fine attack.

(*e*) It would be difficult at this point to determine a line of defence satisfactory for Black, his game is now so very inferior to that of his adversary.

(*f*) Q Q 5 ch would have been equally ineffective, as White would have exchanged Queens and won by pushing P B 6 ch, &c.

Position of the forces after White's 27th move.

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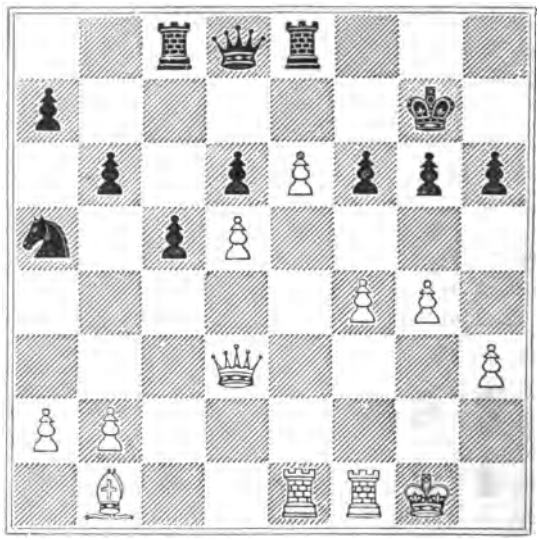

WHITE.

BUDZINSKY AND MORPHY.

(BISHOP'S GAMBIT.)

White.—Mr. Budzinsky.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. P K B 4	2. P×P

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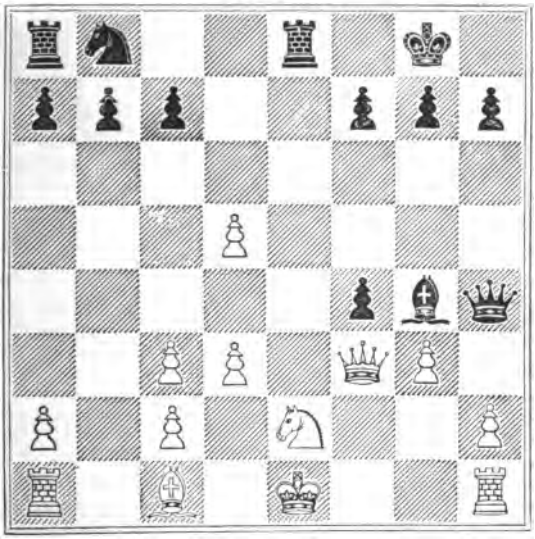

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8.	B Q B 4	3.	P Q 4
4.	B×Q P	4.	Kt K B 3
5.	Kt Q B 3	5.	B Q Kt 5
6.	P Q 3	6.	Kt×B
7.	P×Kt	7.	Castles
8.	Q K B 3	8.	R K ch
9.	K Kt K 2	9.	B×Kt ch
10.	P×B	10.	Q R 5 ch
11.	P Kt 3	11.	B K Kt 5, winning a

piece and the game. (See diagram, p. 341.)

McCONNELL AND MORPHY.

(FRENCH OPENING.)

White.—Mr. McConnell.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 3
2. P Q 4	2. P Q 4
3. P K 5 (*a*)	3. P Q B 4
4. P Q B 3 (*b*)	4. Kt Q B 3
5. P K B 4	5. Q Q Kt 3
6. Kt K B 3	6. B Q 2
7. P Q R 3	7. Kt K R 3
8. P Q Kt 4	8. P×Q P
9. P×P	9. R Q B
10. B Q Kt 2	10. Kt K B 4
11. Q Q 3	11. B×P ch (*c*)
12. P×B (*d*)	12. Kt×R P (*e*)
13. Q Q 2 (*f*)	13. R B 7
14. Q Q	14. Kt K 6, and wins.

NOTES.

(*a*) On principle this is a weak move, since it gives away all the advantage of the first move, which of course it ought to be every player's object to maintain as long as possible.

(*b*) This is always an embarrassing move for the second player, as it retards the development of his pieces.

(*c*) The commencement of an attack which, when the freedom of White's forces is considered, must soon prove formidable.

(*d*) If Q Q 2, the game would only have gone still more in White's favor on his playing Kt × P, &c.

(*e*) Kt Q R 4 would have led to no better result.

(*f*) Played with all Mr. Morphy's wonted ingenuity, and followed up most skilfully.

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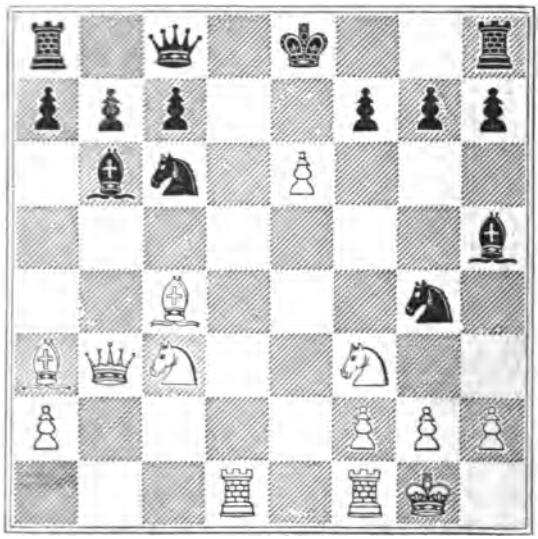

WHITE.

MORPHY AND JOURNOUD.

GAME I.—(SICILIAN OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Journoud.
1. P K 4	1. P Q B 4
2. P Q 4	2. P×P
3. Kt K B 3	3. P K 4
4. B Q B 4	4. B K 2 (*a*)
5. P B 3	5. P Q 3
6. Q Kt 3 (*b*)	6. P×P (*c*)
7. B×P ch	7. K B
8. Q Kt×P	8. Kt Q B 3
9. B×Kt	9. R×B
10. Castles	10. Q K
11. Kt K Kt 5	11. B×Kt
12. B×B	12. B K 3
13. Kt Q 5	13. P K R 3
14. P B 4 (*d*)	14. Q Q 2 (*e*)
15. P×K P disc. ch	15. K K
16. Kt B 7 ch	16. Q×Kt
17. Q×B ch, and wins.	

NOTES.

(*a*) Weak, the move recommended is Q B 2.

(*b*) White, thus early in the game, has obtained an overwhelming attack.

(*c*) If B K 3, White would have exchanged Bishops and got an excellent game.

(*d*) Charmingly played.

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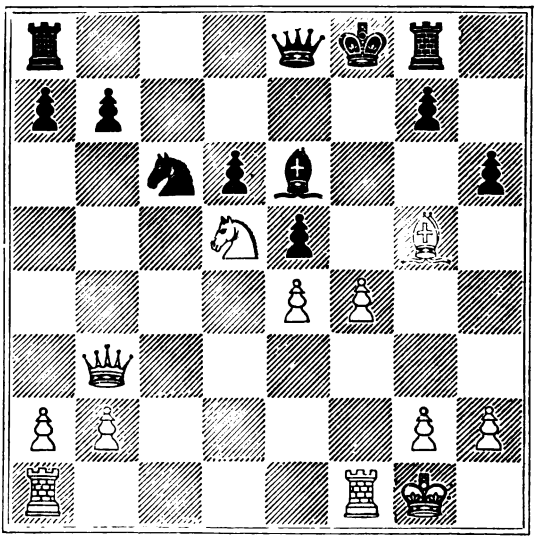

WHITE.

(*e*) Black could not have ventured to capture the Bishop, as White would have played P × Kt P ch, winning very readily.

GAME II.—(GIUOCO PIANO.)

White.—Mr. Journoud.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. Kt B 3	4. P Q 3

5.	P K R 3	5. B K 3
6.	B Kt 3	6. Kt B 3
7.	P Q 3	7. Q Q 2
8.	Castles	8. Castles K R
9.	K R	9. P K R 3
10.	Kt R 2	10. P Q 4
11.	P B 4	11. P×K P
12.	B P×P	12. Kt×P
13.	Kt R 4	13. B Kt 3
14.	Kt×B	14. R P×Kt
15.	P Q 4	15. Kt B 3
16.	R×Kt (*a*)	16. P×R
17.	B×P	17. K R Q
18.	Q K	18. Kt K 2
19.	Q R 4	19. Kt Kt 3 (*b*)
20.	Q×B P	20. Q×P
21.	Q B (*c*)	21. B×B
22.	B P×B	22. R R 4
23.	Kt Kt 4	23. P K B 4
24.	B K 3	24. Q Q 6
25.	Kt R 6 ch	25. K R 2
26.	Q Q B	26. R Q 2
27.	B Kt 5	27. Q Kt 6 (*d*)
28.	Q K 3	28. Q×Q
29.	B×Q	29. P B 5
30.	Kt Kt 4	30. P×B
31.	Kt B 6 ch	31. K Kt 2
32.	Kt×R	32. R Q 4
33.	R K (*e*)	33. R×Kt
34.	R×P	34. R Q 5
35.	K R 2	35. Kt R 5
36.	P K Kt 4	36. K B 3

37. P R 4	37. K Kt 4
38. K Kt 3	38. R Q 7, and wins.

NOTES.

(*a*) This sacrifice was useless. White gained no advantage by it, directly or indirectly. We should have much preferred playing P B 3. See diagram.

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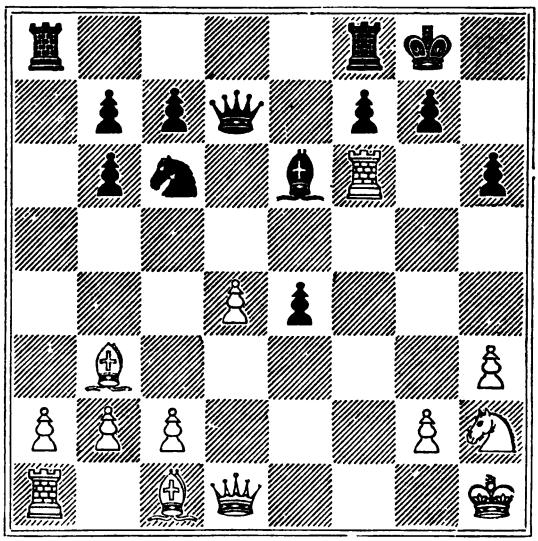

WHITE.

(*b*) Kt B 4 would also have been good play.

(*c*) The exchange of Queens would have been altogether in favor of Black, and left him with a winning position.

(*d*) Much better than R B 4; for then White would have replied with Q K 3, and upon Black exchanging Queens, have retaken with his Bishop, attacking the Rook, and gained time to save the Knight

Position of the forces after Black's 29th move.

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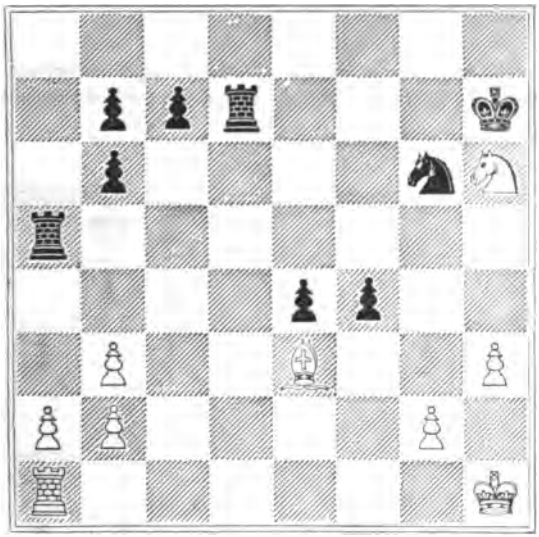

WHITE.

(*e*) White was in every way compelled to abandon the Knight.

KENNICOTT AND MORPHY.

(SCOTCH GAMBIT.)

White.—Mr. Kennicott.	*Black.*—Mr. Morph
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. P Q 4	3. P×P
4. B Q B 4	4. B B 4
5. Kt Kt 5 (*a*)	5. Kt R 3
6. Kt×B P	6. Kt×Kt
7. B×Kt ch	7. K×B
8. Q R 5 ch	8. P K Kt 3
9. Q×B	9. P Q 3 (*b*)
10. Q Q Kt 5	10. R K (*c*)
11. Castles	11. R×P
12. Q Q 5 ch	12. R K 3
13. B Kt 5	13. Q K
14. P K B 4	14. K Kt 2
15. P B 5 (*d*)	15. P×P
16. Q×B P	16. R Kt 3
17. B B 6 ch	17. K Kt
18. Q B 4	18. B R 6
19. B Kt 5	19. Q K 6 c'
20. Q×Q	20. P×Q
21. P×B	21. R×B ch

22. K R	22. P K 7
23. R K	23. Kt Q 5
24. Kt Q R 3	24. R K, and wins.

NOTES.

(*a*) This is far from an effective mode of proceeding with the attack, and is decidedly inferior to castling.

(*b*) P Q 3, the invention of Schumoff and Cochrane, and for which see C P C., vol. xi., fol. 215, is now deemed the correct defence.

(*c*) Heydebrand gives 10. P Q R 3 makes White play 11. Q Q 3, and calls the game even.

(*d*) White had now a strong attack, and no little care was required to parry it effectually.

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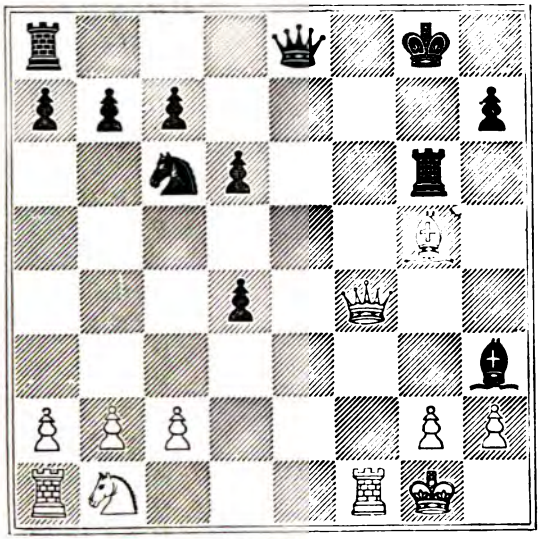

WHITE.

(*e*) Finishing off the game in the best and speediest manner.

KIPPING AND MORPHY.

GAME I.—(EVANS' GAMBIT.)

White.—Mr. Kipping.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B B 4
6. P Q 4	6. P×P
7. P×P	7. B Kt 3
8. P Q 5	8. Kt R 4
9. B Q 3	9. P Q 3
10. P K R 3	10. Kt K B 3
11. B Kt 2	11. Castles
12. Castles	12. Kt R 4 (*a*)
13. Q Q 2	13. P K B 4
14. Kt R 3 (*b*)	14. Kt Kt 6
15. K R K	15. P×P
16. B×P	16. B K B 4
17. B×B	17. Kt×B
[illegible] K 4	18. Q Q 2
[illegible] R 3	19. B B 4 (*c*)
2	20. P Q Kt 3

21. Q Kt 5 (*d*)	21. Q R K
22. Q R K	22. R×R
23. R×R	23. P K R 3
24. Q Kt 4	24. R B 2 (*e*)
25. R K 6	25. P B 3
26. Q Kt Q 4	26. P×P
27. Q Kt 6 (*f*)	27. Kt K 2
28. Q Kt 3 (*g*)	28. Q Kt B 3
29. Kt×Kt	29. Q×R
30. Kt Q 8	30. Q Kt 3, and wins.

NOTES.

(*a*) A good move, opening the way for the advance of the K B P, and bringing the Knight to a point whence he can be played with effect either to Kt 6 or B 5.

(*b*) Black had probably intended to take Pawn with Pawn, and then play Kt Q B 5, to get rid of the Bishop commanding so important a diagonal; and if this were so, the text move defeats the intention.

(*c*) Correctly played, and the only move to save the piece.

(*d*) Taking Kt with B would, we think, have been more efficacious.

(*e*) Mr. Morphy at this point brings his usual accuracy to bear, and by his mode of play averts all the danger threatened by White's playing Q Kt Q 4. The position is sufficiently interesting to warrant its representation on a diagram. (See p. 356.)

(*f*) An excellent move.

(*g*) It would appear that White lost an opportunity of equalizing the game by not proceeding as follows:

28. R×Kt	28. R×R or A
29. Kt K B 5	29. R K 3 (best) *
30. Kt×R P ch	30. K B (best) †
31. B×P ch	31. Q×B or B

32. Q×R, with a game as good as that of Black.

---

* If 29. Q K 3
30. K B or R

30. Kt×R P ch
31. B×Kt P ch, and wins.

And if 29. R K

30. B×Kt P, and must win

(A)

28. Q × R
29. Kt K B 5 — 29. R × Kt (best)
30. Q × R, and the position is not more in favor of the one than of the other.

(B)

31. K K 2
32. B B 6 ch — 32. R × B (best)
33. Kt Kt 8 ch — 33. K Q
34. Kt × R, and the game is quite even.

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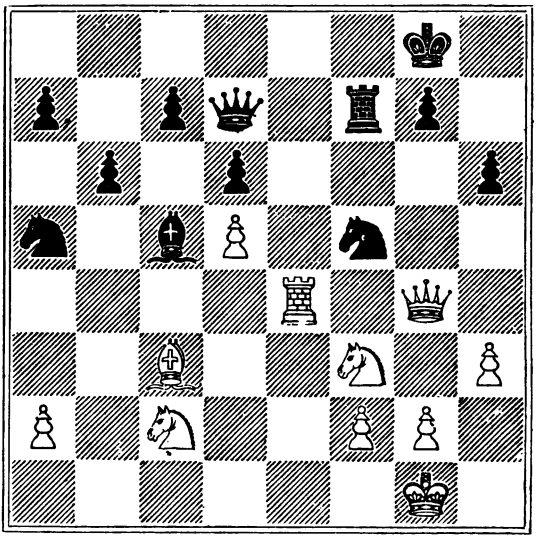

WHITE.

GAME II.—(EVANS' GAMBIT.)

3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B R 4
6. P Q 4	6. P×P
7. Castles	7. P Q 3
8. Q Kt 3 (*a*)	8. Q B 3 (*b*)
9. P K 5 (*c*)	9. P×P
10. B K Kt 5	10. Q B 4
11. Kt×K P	11. Kt×Kt (*d*)
12. R K	12. B Kt 3
13. P B 4	13. P×P disc. ch
14. K R	14. B Q 5 (*e*)
15. Kt×P	15. K B
16. Q R Q	16. Kt×B (*f*)
17. Q×Kt	17. B K 3 (*g*)
18. Q×K B	18. P K B 3
19. Kt K 4 (*h*)	19. P Q Kt 3 (*i*)
20. Kt Kt 3	20. Q B 4
21. Q×Q	21. P×Q
22. R×B	22. P×B
23. P×P	23. P Kt 3
24. P K R 4	24. K B 2
25. R K 5	25. P K R 3
26. Kt K 4	26. P×P
27. Kt×P ch	27. K B 3
28. R K 6 ch	28. K B 4
29. R Q 5 ch	29. K B 5
30. R K 4 ch, and wins.	

NOTES.

(*a*) For an analysis of this opening, we refer our readers to note (*a*)

(*c*) P × P is the usual move here.

(*d*) Black might have fearlessly taken the Knight with Queen; for if (as he probably intended) White had continued the attack with B × P ch, the King might have been moved to Bishop's square, and the gain of the piece would have more than counterbalanced the loss in position.

(*e*) The situation here is worth studying, and is accordingly represented on a diagram.

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WHITE.

(*f*) If Black had played P Q B 4, White would have captured the Bishop with Rook, and thus gained a decided advantage.

(*g*) Attempting to save the Bishop would have cost the game at once.

(*h*) This fine conception will be more readily realized on reference

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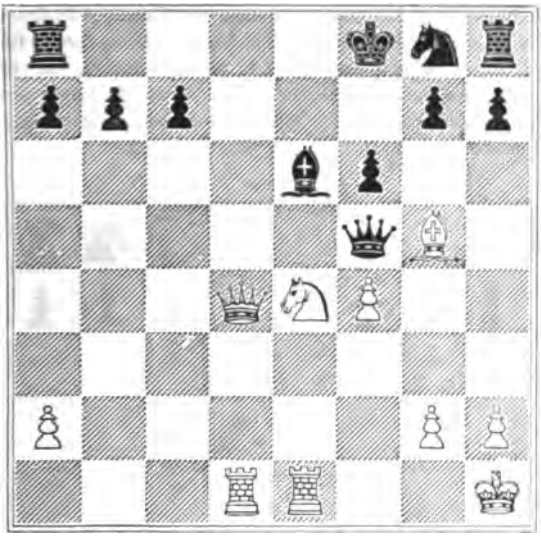

WHITE.

(i) Had Black taken the Bishop, White would have retaken the Pawn with Knight, and won without difficulty.

LAROCHE AND MORPHY.

(IRREGULAR OPENING.)

White.—Mr. Laroche.	*Black.*—Mr. Morphy.
1. P K B 4	1. P K 3
2. P K 4	2. P Q 4
3. P K 5	3. P Q B 4
4. Kt K B 3	4. Kt Q B 3
5. P B 4	5. P Q 5
6. P Q 3	6. Kt R 3
7. B K 2	7. B K 2
8. Q Kt Q 2	8. Castles
9. Kt K 4	9. P B 4
10. Q Kt Kt 5 (*a*)	10. Kt B 2
11. Kt×Kt	11. R×Kt
12. Castles	12. P Q Kt 3
13. B Q 2	13. B Kt 2 (*b*)
14. P K R 3	14. P K R 3
15. Kt R 2	15. P K Kt 4 (*c*)
16. B K B 3	16. R Kt 2
17. P R 3	17. Q B 2
18. Q K 2 (*d*)	18. P×P
19. B×P	19. B Kt 4
20. B×B	20. R×B
21. Q R K	21. K R 2

23. R B 2	23. Kt K 2
24. B×B	24. Q×B
25. Q B 3	25. Q B 2
26. P K Kt 4 (*e*)	26. Kt Kt 3
27. Q K 2	27. Kt R 5
28. Kt B 3	28. Q Q Kt 2 (*f*)
29. K R 2	29. Kt×Kt ch
30. Q×Kt	30. Q×Q
31. R×Q	31. P×P (*g*)
32. R B 6	32. R R 4
33. R×K P	33. R×P ch
34. K Kt 2	34. R×P
35. R K B	35. P Kt 6
36. Q R B 6	36. R Q 7 ch
37. K Kt	37. R R 7
38. R B 7 ch	38. R Kt 2
39. R×R ch	39. K×R
40. R K B 6	40. R K 7
41. R B 3	41. R K 6
42. R B	42. P Q 6
43. K Kt 2	43. P Q 7
44. R Q	44. R Q 6
45. K B	45. K B 2
46. K K 2	46. R Q 5
47. K B 3	47. K K 3
48. K×P	48. K×P
49. K B 3	49. R Q 6 ch, and White resigned.

NOTES.

(*a*) P×P (*en passant*) would not have been so good, as Black would

(*b*) The Bishop, thus posted, commands an important diagonal, and during the progress of the game this becomes manifest.

(*c*) A very good move. Black is enabled now to take and maintain the attack.

(*d*) This was perhaps best, and was made in evident anticipation of Black's next move.

(*e*) Hazardous play, bringing him moreover into immediate difficulty.

(*f*) Securing a Pawn and eventually the game.

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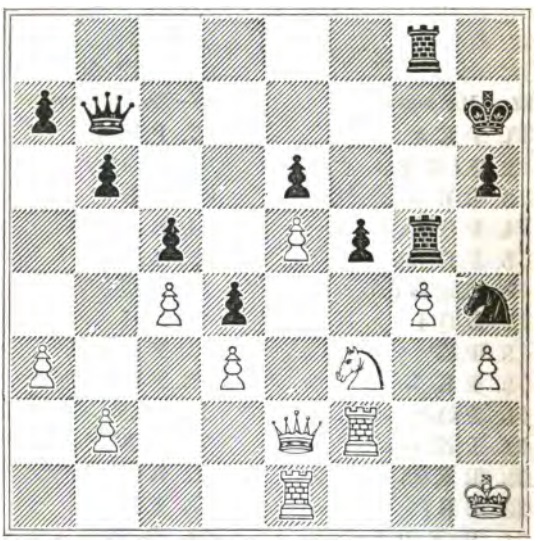

WHITE.

(*g*) This reduces the game to an end game of a very simple nature

MORPHY AND LICHTENHEIN.

GAME I.—(EVANS' GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Lichtenhein.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×Kt P
5. P Q B 3	5. B B 4
6. Castles (*a*)	6. Kt K B 3 (*b*)
7. P Q 4	7. P×P
8. P×P	8. B Q Kt 3
9. P K 5	9. P Q 4
10. P×Kt	10. P×B
11. P×P (*c*)	11. R K Kt
12. R K ch	12. Kt K 2
13. B Kt 5	13. B K 3
14. Kt Q B 3 (*d*)	14. B R 4
15. Kt K 4 (*e*)	15. R×P
16. Kt B 6 ch	16. K B
17. R K 5	17. P Q B 3
18. B R 6	18. Kt B 4

21. B×R	21. Kt×B
22. Q K B 3	22. Q×P (*h*)
23. R Q	23. B Q 7
24. Kt Kt 8 ch	24. R×Kt
25. Q B 7 ch	25 K Q
26. Kt K B 3, and wins.	

NOTES.

(*a*) P Q 4 is now generally preferred. The following is the analysis given in the books :

6. P Q 4	6. P×P
7. P×P	7. B Q Kt 3
8. B Q Kt 2	

This excellent move is the invention of Mr. Boden.

	8. Kt K B 3 (best)
9. P Q 5	9. Kt K 2

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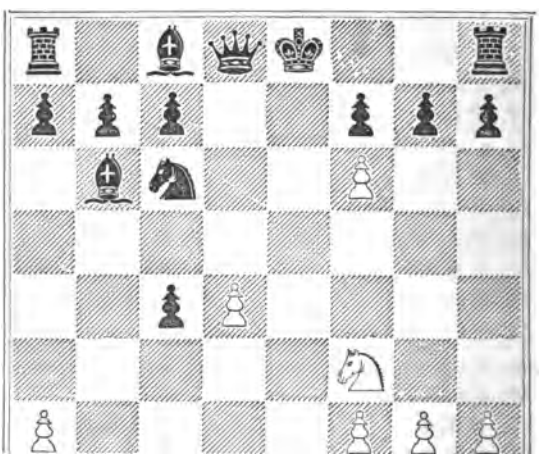

The Knight could be played to Q R 4, but there it would be out of play.

The line of attack we now propose is—

10. P Q 6	10. P × P (best)
11. B × Kt	11. P × B

12. Q × P, with an attacking game.

(*b*) P Q 3 is usually played at this point.

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WHITE.

(*c*) In an analysis of this opening, which Mr. Löwenthal is preparing, the following continuation of the attack is proposed, and, as will be seen, gives White a fine attack. (See diagram, p. 364.)

11. R K ch	11. B K 3 (best)
	If 11. K B
12. B R 3 ch	12. K Kt

13. P Q 5, and White's game is preferable.

12. P × Kt P (this will be found, on examination, to be prefer-

	12. R K Kt
13. B K Kt 5	13. Q Q 4
14. Kt Q B 3	14. Q Q R 4
15. P Q 5	15. Q×Kt

16. P×B with the better game.

(*d*) Had White taken Kt with B, Black would have taken B with Q, and followed that up with castling, having a safe position.

(*e*) Correctly played. The Knight, thus favorably placed, enables White presently to commence a powerful attack.

(*f*) R×Kt, and then Kt R 5 looks the natural line of play; but the attack selected by White is much more brilliant and effective, and produces so interesting a position that we give a diagram of it. (See page 365.)

(*g*) Black's position is extremely difficult. We believe this to be the best move at his command. If

	20. Q K 2
21. Q K R 5	21. Kt×B

22. Q×Kt, and White must win.

(*h*) He should have played 22. Kt K B 4.

GAME II.—(PETROFF'S DEFENCE.)

White.—Mr. Morphy.	*Black.*—Mr. Lichtenhein.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt K B 3
3. B B 4	3. Kt×P
4. Kt Q B 3	4. P Q 4 (*a*)
5. B×P	5. Kt K B 3
6. B Q Kt 3	6 B Q 3
7. P Q 3	7. Castles
8. P K R 3	8. P K R 3
9. B K 3	9. Kt Q B 3
10. Q Q 2	10. Kt Q R 4 (*b*)
	11. Kt×R

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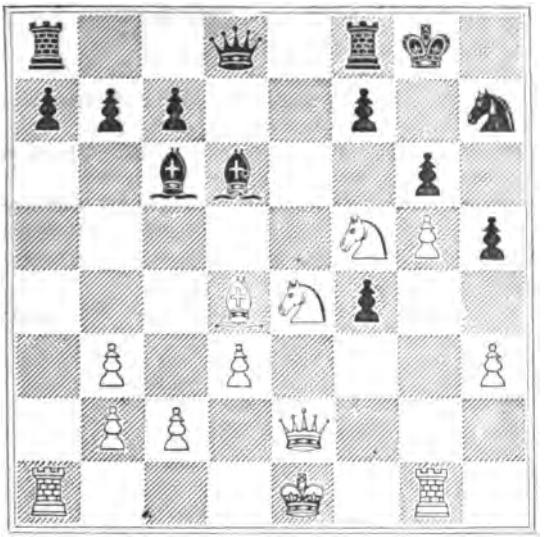

WHITE.

14. Kt K 4	14. K R
15. P Kt 5 (*c*)	15. P K R 4
16. Kt R 4	16. P K Kt 3
17. Q K 2	17. B Q B 3 (*d*)
18. P K B 4	18. P×P
19. B Q 4 ch	19. K Kt
20. Kt K B 5 (*e*)	20. R K (*f*)
21. Kt R 6 ch	21. K B
22. Castles	22. B×Kt
23. P×B	23. Q K 2
24. P K 5 (*g*)	24. B×P (*h*)
25. B×B	25. Q×B
26. R Q 7 (*i*)	26. Q K Kt 2 (*k*)

27. Q Q B 4	27. R K 2
28. R×R	28. K×R
29. R K ch, and wins.	

NOTES.

(*a*) Mr. Lichtenhein is justly considered the originator of this move; Kt Q B 3, on the part of the first player, was suggested by Kieseritzky, afterwards more extensively analyzed by Smigielski, (see Berlin *Schachzeitung*, 1856, p. 153;) but P Q 4, in reply, seems never to have occurred to any writer or amateur. The move is a good one and deserves the consideration of the Chess analyst.

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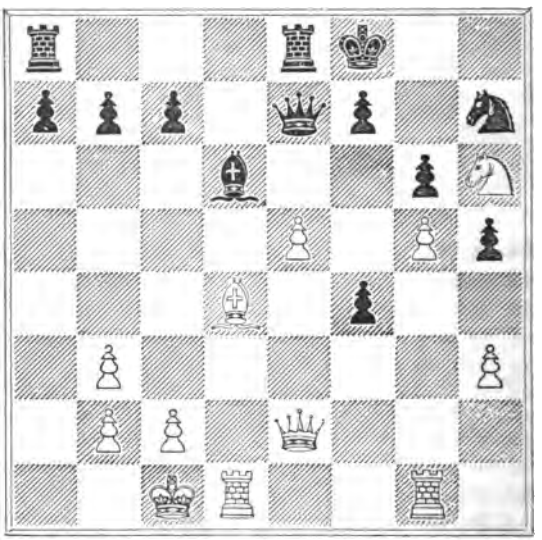

King's Bishop, which holds

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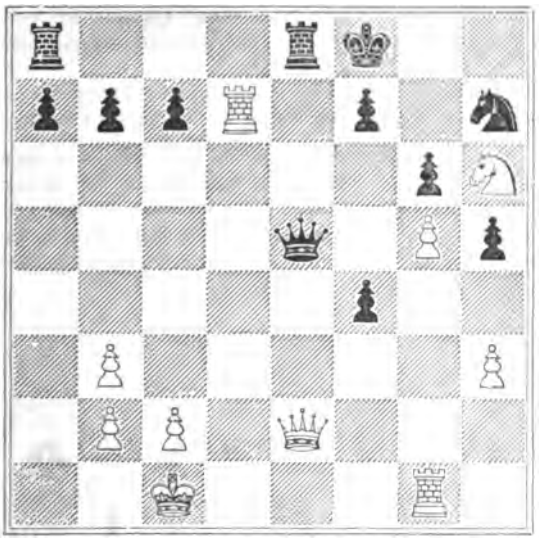

WHITE.

(*c*) Mr. Morphy having now satisfactorily developed his game, commences a strong attack, and conducts it with the spirit and energy for which he has so much distinguished himself.

(*d*) It was injudicious to abandon the diagonal commanded so effectively by the Queen's Bishop.

(*e*) When Mr. Morphy makes a sacrifice it almost invariably is made on sound principles, and the combination of which it forms the key seldom is other than perfectly accurate. This is a marked feature in the game of this young master, and calls for our highest appreciation and commendation. (See diagram, p. 367.)

(*f*) If Black had taken the Kt with P, White would have won by replying with Kt K B 6 ch.

(*g*) Followed up in splendid style. (See diagram, p. 368.)

evidently had the whole of the combination in his mind's eye, and this move, which forms a link in the chain, was no less admirably conceived than it was conclusive. Black has no resource after this. (See diagram, p. 369.)

(*k*) Black had a choice of two other moves for defence, but neither would have led to any more satisfactory result. They are as follows:

Firstly—	26. R K 2
27. Q×Q	27. R×Q
28. R×B P ch	28. K Q
29. R×Kt, and must win.	
Secondly—	26. K Kt 2
27. R×P ch	27. K R
28. R B 8 ch	28. K Kt 2 (best)
29. R Kt 8 ch	29. R×R
30. Q×Q ch	30. K B
31. Q×P ch, and mate follows immediately.	

GAME III.—(SCOTCH GAMBIT.)

White.—Mr. Lichtenhein.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. P Q 4	3. P×P
4. B Q B 4	4. Kt B 3
5. P K 5	5. P Q 4
6. B Q Kt 5	6. Kt K 5
7. Kt×P	7. B Q 2
8. Kt×Kt	8. P×Kt
9. B Q 3	9. B Q B 4
10. B×Kt	10. Q R 5
11. Q K 2	11. P×B
12. B K 3	12. B K Kt 5 (*a*)
13. Q Q B 4 (*b*)	13. B×B
14. P K Kt 3	14. Q Q (*c*)

16. K B 2	16. Q B 6 ch
17. K Kt (*e*)	17. B R 6
18. Q×B P ch	18. K B, and White resigns.

NOTES.

(*a*) Morphy certainly thoroughly understands the value and the art of early bringing all his pieces into effectual play. This move establishes him in an undeniably superior position.

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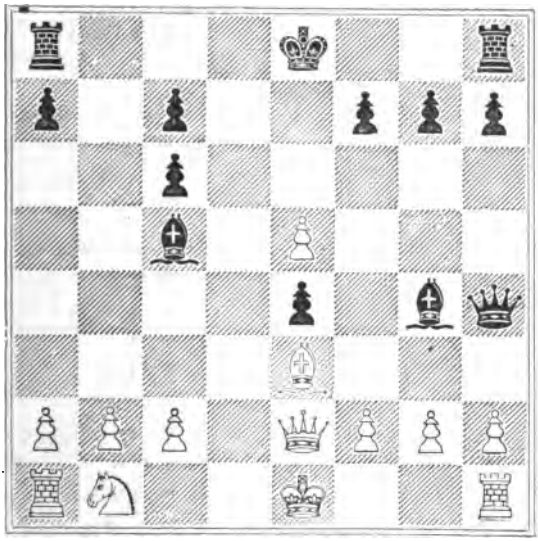

WHITE.

(*b*) Q Q 2 would have lost the game at once, as his adversary would simply have played R Q.

(*c*) Played with perfect accuracy.

MORPHY AND LÖWENTHAL.

(EVANS' GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Löwenthal.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B B 4
6. Castles	6. P Q 3
7. P Q 4	7. P×P
8. P×P	8. B Kt 3
9. P Q 5	9. Kt K 2
10. P K 5	10. Kt Kt 3
11. P K 6	11. P×P
12. P×P	12. K Kt K 2
13. Kt Kt 5	13. Castles
14. Q R 5 (*a*)	14. P K R 3
15. Kt B 7	15. Q K

20. Kt Q 2	20. B K B 4
21. Q R K	21. R Q
22. Kt B 3	22. B Q 6
23. Q×P	23. Q R 2 (*e*)
24. Q Kt 5 (*f*)	24. R Q 4 (*g*)
25. R×Kt (*h*)	25. R×Q
26. R×Q	26. R×P ch
27. K×R	27. B×R ch
28. K×B	28. K×R
29. Kt Q 2 (*i*)	29. B B 4
30. Kt×P	30. P Kt 4
31. Kt K 5	31. Kt×Kt
32. B×Kt	32. B Q 3
33. B Q 4	33. P B 4
34. B K 3	34. P R 4
35. K K 2	35. P R 5
36. K Q 3	36. P R 6
37. B B (*k*)	37. K Kt 3
38. K K 4	38. P B 5
39. P B 4	39. P Kt 5
40. B×P (*l*)	40. P×B
41. K Q 4	41. B×P
42. K×P	42 B×P
43. K Kt 3	43. B Q 3
44. K B 2, and draws.	

NOTES.

(*a*) This appears to give White a forcible attack, but in reality it leads to no decisive result.

(*c*) The position is one of difficulty, and the defence requires most careful attention. We represent the situation of the pieces on a diagram.

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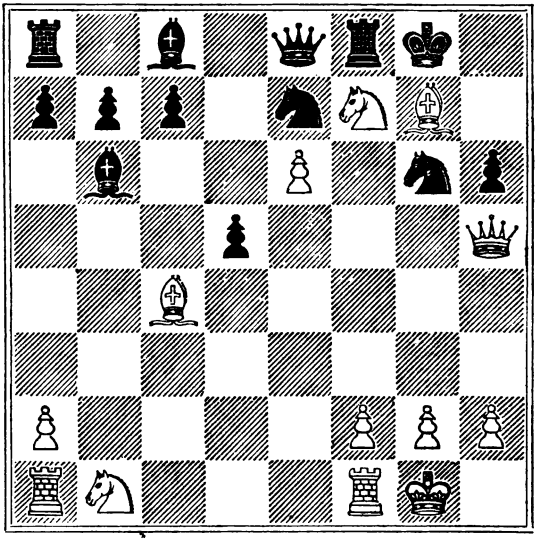

WHITE.

(*d*) This wins a piece, but taking K P with Bishop would have equally gained one, and left Black with a superior position to the one he acquired, *e. g.*:

	17. B × K P
18. B × R (best)	18. Q × B
19. Kt × P ch	19. K Kt 2
20. B Q 3	20. Q B 3, &c.

(*e*) Providing against the attack of Kt Kt 5 which would have proved very embarrassing.

(*f*) The [illegible] manner in which Mr. Morphy conducts his game

play, owing mainly to the exposed position of his King, and he sacrificed the piece here in order to play for a draw.

(*h*) The pieces are again singularly situated, as will be gathered from the accompanying diagram.

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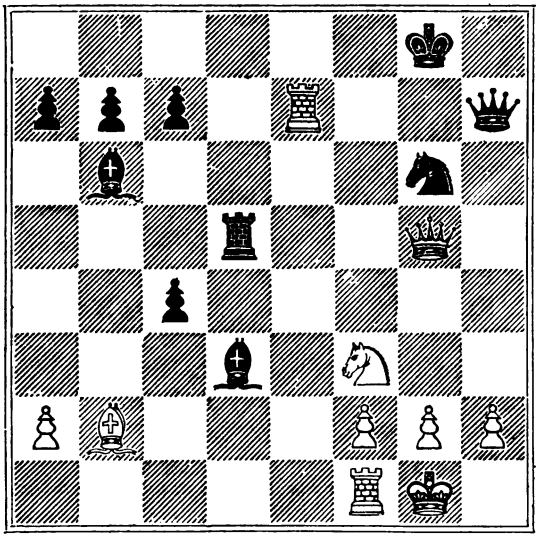

WHITE.

(*i*) The game is now even, and with careful play should terminate in a draw.

(*k*) An important step, as subsequently becomes apparent.

(*l*) This fine sequence to White's 37th move insures the draw.

MARACHE AND MORPHY.

(EVANS' GAMBIT.)

White.—Mr. Marache.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×Kt P
5. P Q B 3	5. B R 4
6. P Q 4	6. P×P
7. P K 5	7. P Q 4
8. P×P en passant (*a*)	8. Q×P
9. Castles	9. Kt K 2
10. Kt Kt 5 (*b*)	10. Castles
11. B Q 3	11. B K B 4 (*c*)
12. B×B	12. Kt×B
13. B R 3	13. Q Kt 3
14. B×R	14. Q×Kt
15. B R 3	15. P×P
16. B B	16. Q Kt 3
17. B B 4	17. R Q
18. Q B 2	18. Q Kt Q 5

NOTES.

(*a*) We should have preferred playing B Q Kt 5.

(*b*) Weak. 10. B Q R 3, followed by 11. R K, would have been the proper line of play.

(*c*) Decidedly the best move. Black purposely gives up the exchange, foreseeing that he must remain with more than an equivalent in Pawns and position.

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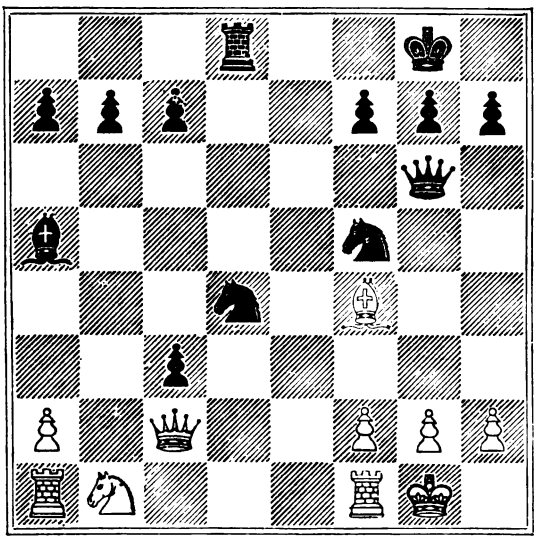

WHITE.

(*d*) The position here is one of much interest, and a diagram of it is appended to enable such as wish to play over the variations, to do so without the aid of board or men. White had the choice of three moves besides the one in the text. He might have played Q Q 3, R Q, or Q Q

19. R Q		19. Kt K 6
20. Q × Q		20. Kt K 7 ch
21. K R		21. R × R. Mate.

And if in the third place:

19. Q Q R 4	then	19. P Q Kt 4
20. Q × B		20. Kt K 7 ch
21. K R		21. Kt × B
22. R K Kt or A		22. R Q 8
23. P K Kt 3		23. Q B 3 ch
24. P B 3		24. Q × P. Mate.
	(A)	
22. P Kt 3		22. Q Q B 3 ch
23. P B 3		23 Q × P ch
24. R × Q		24 R Q 8 ch
25. R K B		25. R × R. Mate.

MEDLEY AND MORPHY.

GAME I.—(RUY LOPEZ KNIGHT'S GAME.)

White.—Mr. Medley.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B Q Kt 5	3. K Kt K 2
4. P Q B 3	4. P Q R 3
5. B Q R 4	5. P Q Kt 4
6. B Q Kt 3	6. P Q 4
7. P×P	7. Kt×P
8. P Q 4 (*a*)	8. P×P
9. Kt×P	9. Kt×Kt
10. Q×Kt	10. B K 3
11. Castles	11. P Q B 4
12. Q K 5	12. P B 5
13. B B 2	13. B Q 3
14. Q Q 4 (*b*)	14. Castles
15. Q K 4	15. P Kt 3
16. Q K B 3	16. Q K R 5
17. P K Kt 3	17. Q R 6
18. B K 4	18. Kt Q B 2

21. Q B 4	21. K R Q
22. B K Kt 2	22. Q R 4
23. B B 3	23. Q Q B 4
24. Kt R 3	24. Kt Q 4 (*d*)
25. Q K 5	25. P K B 3
26. Q K 2	26. Kt×P
27. P×Kt	27. Q×Kt
28. Q K 3	28. B R 6
29. K R Q	29. Q×R P (*e*)
30. Q K 7	30. Q Kt 7
31. Q×R ch (*f*)	31. R×Q
32. R×R ch	32. K Kt 2
33. Q R K	33. Q×Q B P
34. R K 7 ch	34. K R 3
35. R K 3	35. Q Kt 7
36. R Q	36. P B 6
37. Q R K	37. P B 7
38. R Q B	38. P Kt 5
39. B K 4	39. P Kt 6, and wins.

NOTES.

(*a*) An interesting and singular variation arises if White now play Q K 2, *e. g.*:

8. Q K 2	8. Kt K B 5
9. Q K 4	9. Q Q 6
10. Q × Kt ch	10. K Q
11. Kt Kt (the only move to save the mate).	11. R Q Kt, and play as White may, Black must win.

(*b*) Had he taken the K Kt P, Black would have played K Q 2, and then commenced a powerful attack on White's right flank.

(*e*) Getting a clear Pawn very ingeniously, after which the advantage acquired is maintained to the close with Mr. Morphy's usual ability.

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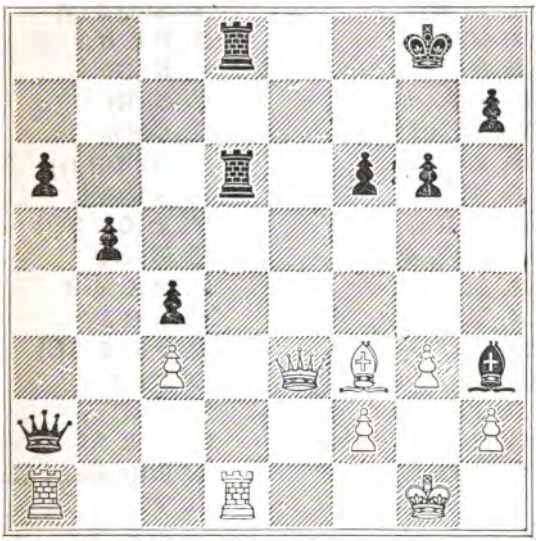

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(*f*) As the game was lost by its nature, it perhaps mattered little what Mr. Medley played. This strikes us, however, as injudicious, with his adversary's Pawns in such strength on the Queen's side.

GAME II.—(RUY LOPEZ KNIGHT'S GAME.)

White.—Mr. Medley.	*Black.*—Mr. Morphy.
1 P K 4	1. P K 4
2 Kt K B 3	2. Kt Q B 3

4. P Q 4	4. P×P
5. P K 5	5. Kt K 5
6. Castles	6. P Q R 3
7. B×Kt	7. Q P×B
8. Q×P	8. B K B 4 (*a*)
9. B K B 4	9. B Q B 4
10. Q×Q ch	10. R×Q
11. Kt Q 2	11. Castles
12. Kt×Kt	12. B×Kt
13. Kt Kt 5	13. B Q 4 (*b*)
14. K R K	14. P K R 3
15. Kt K 4	15. B×Kt
16. R×B	16. P K Kt 4
17. B Kt 3	17. R Q 7
18. R Q B	18. P K B 4 (*c*)
19. P×P (en pas.)	19. R×P
20. P K R 4	20. B×P ch
21. B×B	21. K R×B
22. P×P (*d*)	22. R×P ch
23. K B	23. P×P
24. R K 7	24. P Kt 5
25. R×P	25. P Kt 6, wins.

NOTES.

(*a*) This secures a speedy development of his game, and is a good move. One of the main features of Mr. Morphy's game is that he never allows a piece to remain long idle.

(*b*) If Black had taken the Q B P, White would have replied with P K 6.

(*c*) Drawing the game at [illegible] (See Diagram, p. 383.)

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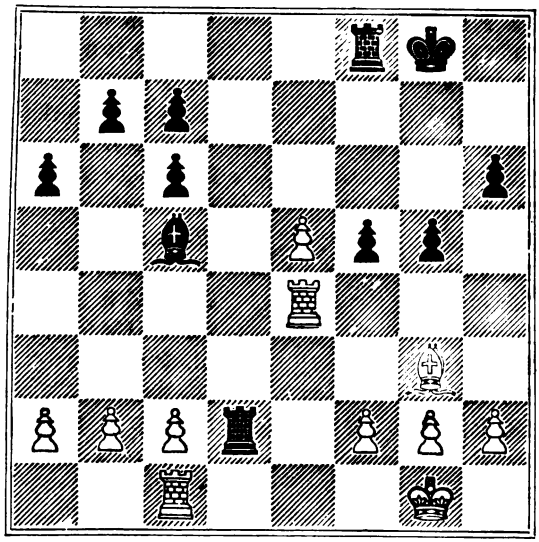

GAME III.—(ALLGAIER GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Medley.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. Kt K B 3	3. P K Kt 4
4. P K R 4	4. P Kt 5
5. Kt K 5	5. Kt K B 3 (*a*)
6. B Q B 4	6. P Q 4
7. P×P	7. B Q 3

9. Kt Q B 3 (*c*)	9. B K B 4 (*d*)
10. Kt K 2 (*e*)	10. Q K B 3
11. Q Kt×P	11. Kt Kt 6 (*f*)
12. Kt R 5	12. Kt×Kt
13. B K Kt 5 (*g*)	13. B Q Kt 5 ch (*h*)
14. P Q B 3	14. Q Q 3
15. Castles	15. Kt Kt 2
16. R×B (*i*)	16. Kt×R
17. Q×P	17. Kt K 2
18. R K	18. P K R 4
19. Q B 3	19. R R 2
20. B Q Kt 5 ch	20. P Q B 3
21. P×P	21. P×P
22. Kt×P	22. Kt×Kt
23. B×Kt ch and wins, (*k*).	

NOTES.

(*a*) The line of defence laid down in the books is P K R 4. This originated with Cozio, was fully analyzed by Allgaier, and in later times by Kieseritzky, and until very lately, was considered the best that could be adopted. Cozio also recommends here Q K 2, and makes it appear that Black has the better game. Salvio suggests B K 2, and Kieseritzky P Q 3. Philidor alone favored the move in the text, but analysts on the whole have paid no attention to it. The following variation was given in both the German and English handbooks, and accepted as satisfactory:

6. B Q B 4	6. Q K 2
7. P Q 4	7. P Q 3
8. Kt×K B P	8. Q×K P ch
9. Q K 2	9. Q×Q ch
10. K×Q	10. P Q 4, and Black was said,

with justice, to have the better game.

It was not until the match between Löwenthal and Harrwitz that

against his opponent with marked success, and the opinion entertained is that it furnishes the best defence against the attack.

(*b*) We have elsewhere, in opposition to Mr. Staunton, who, in the "Chess Player's Chronicle," vol. 1853, fol. 347, declares this the best move, given it as our opinion that Q K 2 is the correct defence; the Kt afterwards can be played to K R 4 with much greater effect.

(*c*) A novelty, and one that deserves consideration.

(*d*) Here, perhaps, Kt Kt 6 might have been played with advantage.

(*e*) This at first sight would appear an insignificant mov and made merely with the object of attacking the advanced Pawn; as the game progresses, however, it will be seen that Mr. Morphy had a deeper design in view.

(*f*) Better to have exchanged Knights.

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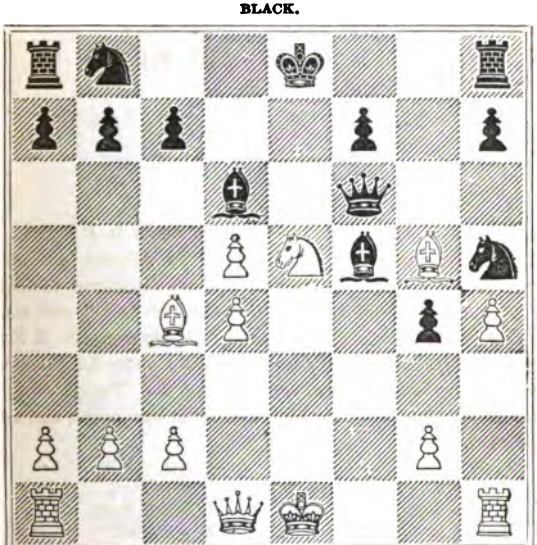

WHITE.

(*g*) We here present our readers with a diagram of the position,

Kt K 2, to which we called attention in note (*e*). The line of attack chosen by Mr. Morphy displays the highest ingenuity, and is quite characteristic of his general play. (See diagram, p. 385.)

(*h*) Q Kt 2 would have been better; but the game was past all recovery.

(*i*) This is all remarkably well played, and is the more admirable, since it is evident that Mr. M. must have seen through the whole of the variations when he played his Kt Q 2.

(*k*) Wound up in splendid style.

MORPHY AND JUDGE MEEK.

GAME I.—(ALLGAIER GAMBIT.)

White.—Mr. Morphy.	*Black.*—Judge Meek.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. Kt K B 3	3. P K Kt 4
4. B Q B 4	4. B Kt 2
5. P K R 4	5. P Kt 5
6. Kt K Kt 5	6. Kt K R 3
7. P Q 4	7. P K B 3
8. B×P	8. P×Kt
9. B×Kt P	9. B K B 3
10. Q Q 2 (*a*)	10. B×B
11. P×B	11. Kt K B 2
12. B×Kt ch (*b*)	12. K×B
13. Q B 4 ch	13. K Kt
14. Castles	14. Q K 2
15. Kt B 3	15. P Q B 3
16. Q R K	16. P Q 3
17. Kt Q 5 (*c*)	17. P×Kt
18. P×P, and wins.	

NOTES.

duces a line of play which is quite new to us, and one that bears the appearance of being as effective as it is original.

(*b*) A good move; but it strikes us that the following line of play would have been even more efficacious, *e. g.*:

12. Q B 4	12. R B (best)
13. R × R P	13. P Q 4
14. B × P	14. Q Q 3
15. B × Kt ch	15. K Q
16. Q × Q ch	16. P × Q
17. P Kt 6, winning.	
(If	12. Q K 2
13. B × Kt ch	13. Q × B
14. Q K 5 ch, winning the Rook.	
And if	12. P Q 4
13. B × P	13. Q Q 2
14. B × Kt ch, and wins.)	

(*c*) Beautifully terminated. We give a diagram of the position after Black's sixteenth move.

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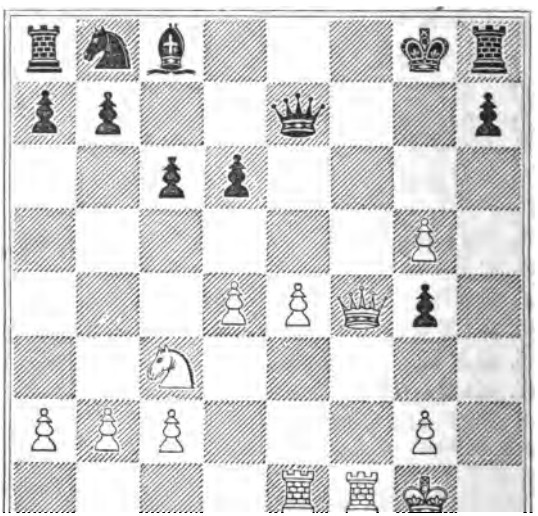

GAME II.—(SCOTCH GAMBIT.)

White.—Judge Meek.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. P Q 4	3. P×P
4. B Q B 4	4. B Q B 4
5. Kt Kt 5 (*a*)	5. Kt K R 3 (*b*)
6. Kt×B P	6. Kt×Kt
7. B×Kt ch	7. K×B
8. Q R 5 ch	8. P K Kt 3
9. Q×B	9. P Q 3 (*c*)
10. Q Q Kt 5 (*d*)	10. R K
11. Q Kt 3 ch (*e*)	11. P Q 4
12. P K B 3 (*f*)	12. Kt Q R 4 (*g*)
13. Q Q 3	13. P×P
14. P×P	14. Q R 5 ch
15. P K Kt 3	15. R×P ch
16. K B 2	16. Q K 2
17. Kt Q 2 (*h*)	17. R K 6
18. Q Kt 5	18. P Q B 3 (*i*)
19. Q K B (*k*)	19. B R 6 (*l*)
20. Q Q (*m*)	20. R K B
21. Kt B 3	21. K K, and wins.

NOTES.

(*a*) This mode of proceeding with the attack is comparatively obsolete, as with correct play the defence is perfectly satisfactory. P Q B 3 is now generally played, and the game continued thus:

5. P Q 6

(Kt B 3, for Black resolves the opening into a regular Giuoco Piano.)

6. P Q Kt 4 6. B Kt 3

MORPHY AND ERNEST MORPHY.

GAME I.—(EVANS' GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Ernest Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P Q B 3	5. B R 4
6. P Q 4	6. P×P
7. Castles	7. B×P (*a*)
8. Kt×B	8. P×Kt
9. B R 3 (*b*)	9. P Q 3
10. Q Kt 3 (*c*)	10. Kt K R 3
11. Q×P	11. Q B 3
12. P K 5 (*d*)	12. P×P
13. K R K	13. B Q 2
14. Q R Kt	14. Castles Q R
15. B R 6 (*e*)	15. Kt R 4 (*f*)
16. K R Q B	16. B B 3
17. Q×Kt	17. P×B
18. Q×R P ch	18. K Q 2
19. R×B (	19. Q B 4 (*h*)
	20. K K
	21. Q Q 2

22. R Q Kt 8	22. Q×Q
23. R K 7 ch	23. K B
24. R×R ch	24. Q K
25. R×Q, mate.	

NOTES.

(*a*) It is neither advisable here to take the Pawn with Pawn, nor with Bishop; time is thereby lost. It prevents Black from developing his game as speedily as is requisite, and enables White to bring his forces into rapid coöperation.

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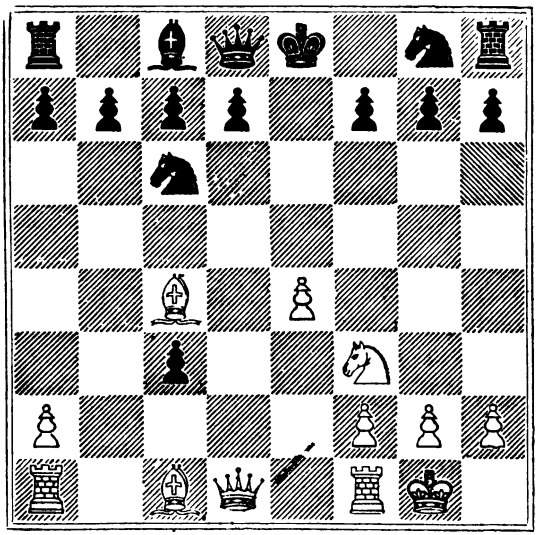

WHITE.

(*b*) We give a diagram of the position here; and as no analysis of the variations that arise on the Bishop's taking the Pawn, have yet been

the Berlin *Schachzeitung*, where they appeared in the vol. for 1851, p. 63, premising only that Mr. Morphy does not adopt at this point the move recommended by the able anthor of the work mentioned, but favors the move in the text.

9. Kt Kt 5	9. Kt R 3 or A
10. P K 5	10. Kt × P
11. R K	11. Q K 2
12. Q Q 4	12. P K B 3
13. P K B 4	13. R K B *
14. Kt K 4	14. Kt Q B 3
15. Q × Q B P	15. K Q
16. B Q R 3, with a good game.	

(A)

	9. Kt K 4
10. B Q Kt 3	10. P K R 3
11. P K B 4	11. P × Kt
12. P × Kt	12. Kt R 3
13. Q K R 5	13. P K Kt 3
14. B × P ch	14. Kt × B
15. Q × P at Kt 3	15. Q K 2
16. B Q R 3	16. P Q 3 (best)
17. P × P	17. P × P
18. B × P	18. Q Q 2
19. P K 5, &c.	

(*c*) Mr. Morphy selects the best move, though P K 5 is also an effective mode of prosecuting the attack, and produces most interesting positions, *e. g.*:

10. P K 5	10. Kt R 4 or A
11. P × P	11. Kt × B
12. Q R 4 ch	12. B Q 2
13. K R K ch	13. Kt K 2
14. Q × Kt	14. P × P
15. Kt Kt 5	15. Castles
16. B × P, with a fine attack.	

(A)

	10. P × P
11. Q Kt 3	11. Q B 3
12. K R K	12. K Kt K 2
13. B × Kt	13. K × B †
14. Kt × P	14. Kt × Kt
15. Q × P [illegible] with a good game.	

(*d*) A very effective move, as Black is in a manner compelled to take the Pawn and give up the privilege of Castling with the King's Rook.

(*e*) The combination, of which this forms the key move, is both brilliant and sound, and well exhibits the profundity and accuracy of Mr. Morphy's calculations.

(*f*) The inexperienced player will be surprised, no doubt, that the proffered Bishop was not captured. The following variations arising from its being taken with Pawn, will show the danger of so doing, *e. g.*:

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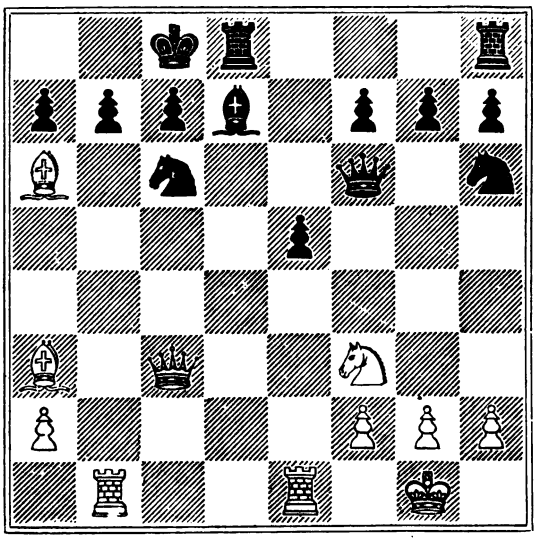

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	15. P × B
16. Q Q Kt 3	16. B K or A B
17. Q Kt 7 ch	17. K Q 2
[illegible]	[illegible]

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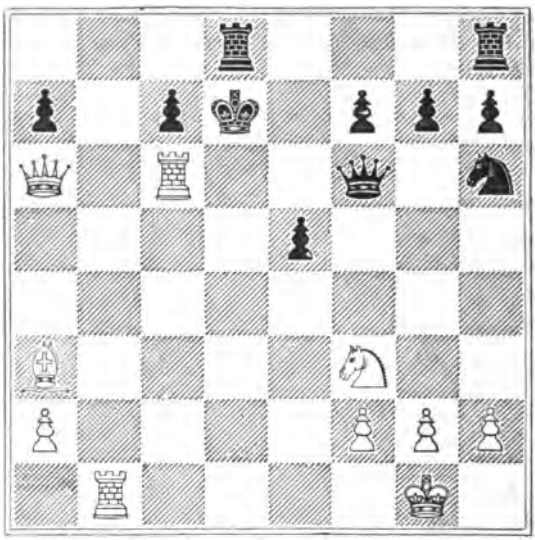

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(A)

	16. B K 3
17. Q Kt 7 ch	17. K Q 2
18. Q R Q ch	18. Kt Q 5 (best)
19. Kt × P ch	19. K K
20. R × Kt	20. R × R
21. Q B 6 ch	21. R Q 2 or C
22. Kt × R, winning easily.	

(C)

	21. K Q
22. Q R 8 ch	22. B B
23. Kt B 6 ch	23. K Q 2
24. Kt Kt 8 ch	24. K Q
25. B K 7 ch	25. Q × B (best)
26. Kt B 6 ch	26. K Q 2
27. Kt × Q, and wins.	

(B)

	16. Q R K
	17. K Q
	18. B B

1 wins.

(*g*) Splendidly followed up. The situation is so instructive that we annex a diagram. (See p. 396.)

(*h*) It is obvious that the Queen would have been lost if the Rook had been taken.

GAME II.—(RUY LOPEZ KNIGHT'S GAME.)

White.—Mr. Morphy.	*Black.*—Mr. Ernest Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B Q Kt 5	3. B B 4 (*a*)
4. P Q B 3	4. Q K 2
5. Castles	5. Kt B 3
6. P Q 4	6. B Q Kt 3 (*b*)
7. B K Kt 5 (*c*)	7. P K R 3
8. B×K Kt	8 P×B (*d*)
9. P Q 5	9. Kt Q
10. Kt R 4 (*e*)	10. P B 3 (*f*)
11. Kt B 5	11. Q B 4
12. P Q Kt 4	12. Q K B
13. P×P	13. Q P×P
14. Kt Q 6 ch	14. K K 2
15. Q Q 3 (*g*)	15. P×B (*h*)
16. Kt×B ch	16. R×Kt
17. R Q	17. Q Kt 2 (*i*)
18. Q Q 7 ch	18. K B

19. Q×R, and Black resigned.

NOTES.

(*a*) We have elsewhere noticed the fact of this move being far from

(*b*) Taking P with P would be bad play, because of White's reply P K 5, which would still more cramp Black's pieces.

(*c*) The correct move, getting an overwhelming attack.

(*d*) Taking the Bishop with Queen instead would involve the loss of a clear Pawn at least.

(*e*) The moves in this game, up to the present point, coincide exactly with those that occurred in the third game of the match between the editor and Herr Harrwitz. See C. P. C, vol. 1, new series, p. 332; where the former had the attack. The position is interesting, and we therefore represent it on a diagram.

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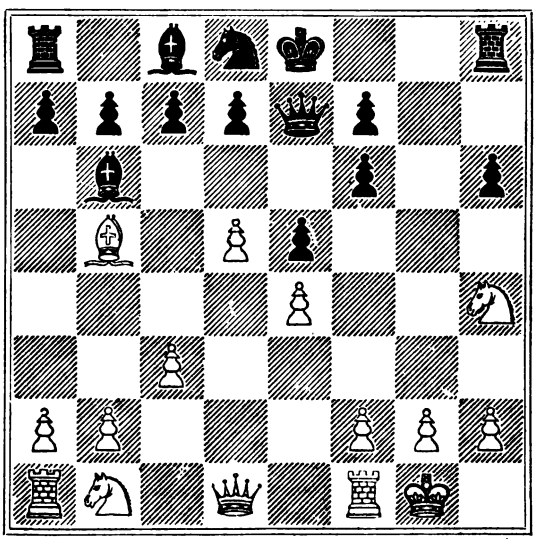

WHITE.

(*f*) The following was the mode in which the game to which we

14. Q × K P ch	14. K B
15 Q K B 6	15. K K
16. P Q Kt 4	16. B B
17. P Q R 4	17. Q Q 6
18. Q K 5 ch, &c.	

(*g*) An ingenious sacrifice, which brings the game to a speedy and successful conclusion.

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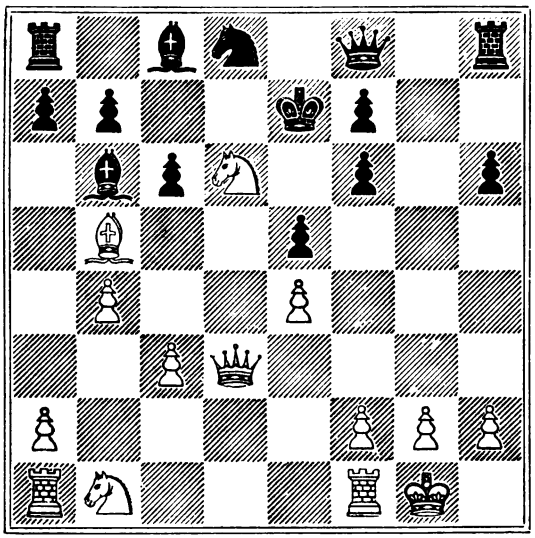

WHITE.

(*h*) B K 3 would seem to postpone the threatened danger.

(*i*) Q K or R B 2 would obviously have cost a mate; but B Q 5 would have been a better move than the one chosen.

PAULSEN AND MORPHY.

(IRREGULAR OPENING.)

White.—Mr. Paulsen.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. Kt Q B 3	3. Kt K B 3
4. B Q Kt 5	4. B B 4
5. Castles	5. Castles
6. Kt×P (*a*)	6. R K (*b*)
7. Kt×Kt (*c*)	7. Q P×Kt
8. B B 4	8. P Q Kt 4 (*d*)
9. B K 2	9. Kt×P
10. Kt×Kt	10. R×Kt
11. B B 3	11. R K 3
12. P Q B 3 (*e*)	12. Q Q 6
13. P Q Kt 4 (*f*)	13. B Kt 3
14. P Q R 4	14. P×P
15. Q×P	15. B Q 2 (*g*)
16. R R 2	16. Q R K
17. Q R 6 (*h*)	17. Q×B

20. R Q (*i*)	20. B Kt 7 ch
21. K Kt	21. B×P dis. ch
22. K B	22. B Kt 7 ch
23. K Kt	23. B R 6 disc. ch
24. K R	24. B×P
25. Q K B	25. B×Q
26. R×B	26. R K 7
27. R Q R	27. R K R 3
28. P Q 4	28. B K 6, and wins.

NOTES.

(*a*) We cannot favorably incline to this move; it allows the second player to develop his game while that of the attacking party is cramped.

(*b*) The correct reply, turning the tables on his adversary and wresting from him the attack.

(*c*) The advantage of the Pawn might have been retained by the playing of the Knight to Queen's third; but this would have given him for some time a constrained position, and the move was prudently rejected.

(*d*) Necessary; for if Black had at once taken P with Kt, White would have exchanged Knights and then taken K B P with B checking, in which case the Pawn lost would not have been regained, as it is by the course of play pursued.

(*e*) This weakened White's game materially, as Black is now permitted to establish the Queen at her sixth, whence she can only be dislodged at the expense of valuable time.

(*f*) B Kt 4 would perhaps more speedily have enabled White to bring his Queen into action.

(*g*) P Q R 4, with a view of sacrificing the Queen and following that up with B K 3 checking, would also have been good play, and would have led to some interesting positions.

(*h*) Too late. Morphy had a move in reserve which rendered this line of play worthless and gave him the game at once. The student.

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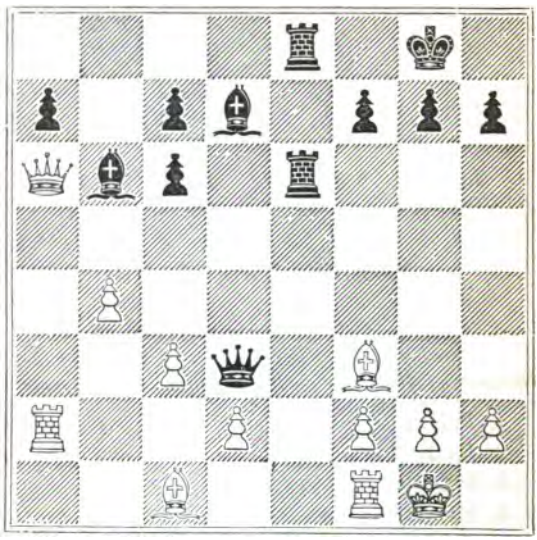

WHITE.

(i) He has no better move; for if Q Q 3, intending to sacrifice her in exchange for the Rook, Black would simply have thrown up his Pawn to K B 4, and the same result would have followed as is produced by the line of play really chosen.

MORPHY AND PERRIN.

(SICILIAN OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Perrin.
1. P K 4	1. P Q B 4
2. Kt K B 3	2. P K 3
3. P Q 4	3. P×P
4. Kt×P	4. Kt Q B 3
5. B K 3 (*a*)	5. Kt B 3
6. B Q 3	6. B Kt 5 ch
7. P Q B 3	7. B R 4
8. Castles	8. B Kt 3
9. Kt Q 2	9. Kt K 4 (*b*)
10. B K 2	10. P Q 4
11. P K B 4	11. Kt B 3
12. P K 5	12. B×Kt
13. P×B	13. Kt Q 2
14. B Q 3	14. P B 4
15. P K Kt 4	15. P K Kt 3
16. P×P	16. K P×P
17. K R	17.
18. R Q B	

19. B×P	19. K Kt×Q P (*c*)
20. B×B	20. R×B
21. P B 5	21. Kt×B P
22. R×K Kt	22. P×R
23. Q R 5 ch (*d*)	23. K Q 2 (*e*)
24. Q B 7 ch	24. Q K 2
25. P K 6 ch	25. K Q
26. B Kt 5, and wins.	

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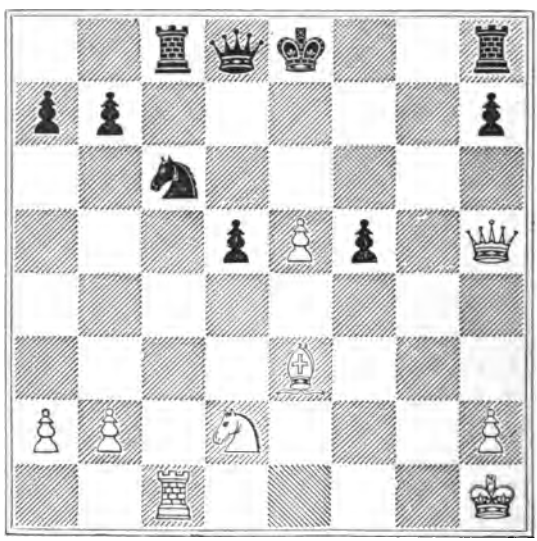

WHITE.

NOTES.

(*c*) Was any real danger to be apprehended from the capture of the Bishop?

(*d*) A diagram of the position is given to enable such students as may wish to do so, to work out the termination of the game without recourse to the actual moves.

(*e*) If K K 2, the loss of the Queen would have followed on the move, and if to B White would have equally won with ease.

De RIVIÈRE AND MORPHY.

GAME I.—(EVANS' GAMBIT.)

White.—Mr. De Rivière.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B B 4
6. Castles (*a*)	6. P Q 3
7. P Q 4	7. P×P
8. P×P	8. B Kt 3
9. B Kt 2	9. Kt B 3
10. Q Kt Q 2	10. Castles
11. P K R 3	11. P Q 4 (*b*)
12. P×P	12. Kt×P
13. Kt K 4	13. B K B 4
14. Kt Kt 3	14. B Kt 3
15. Kt K 5	15. Kt B 3
16. Kt×B	16. R P×Kt
17. B R 3	17. R K (*c*)
18. Q Kt 3	18. Q 2
19. Q R Q	19. Q R 4
20. Q Q 3	20. Q 3
21. R Kt 2	

22. Q×Kt	22. Q Q 4
23. Q R 4	23. P B 3
24. R Q 3	24. P B 4
25. K R Q	25. P B 5
26. R K 3	26. B B 2 (*d*)
27. Kt B	27. P R 4
28. R×R	28. R×R
29. Kt K 3	29. Q Q 3
30. Q×B P (*e*)	30. Q R 7 ch
31. K B	31. Kt K 5 (*f*)
32. B B	32. B B 5
33. Q B 2	33. B×Kt
34. B×B	34. Q R 8 ch
35. K K 2	35. Q×Kt P
36. K Q 3	36. Q B 6
37. R K	37. Q B 4 (*g*)
38. K K 2	38. Q R 4 ch
39. K Q 3	39. Q Kt 4 ch
40. Q B 4	40. Kt×P ch (*h*)
41. B×Kt (*i*)	41. Q B 4 ch
42. K Q 2	42. Q×B ch
43. R K 2	43. R×R ch
44. Q×R	44. Q×Q ch, and wins.

NOTES.

(*a*) In this opening the attack should be vigorously prosecuted. This move is open to the objection of losing time; and thus, though it is recommended by some authors, we think P Q 4 at once a much better move.

(*b*) This has the effect of breaking up White's centre Pawns, and enabling Black to develop his game. It is the natural result of White's last move, which should have been P Q 5. Taking K P with Knight

(*c*) Black might have safely taken off the Queen's Pawn with Bishop, but preferred it seems to bring his King's Rook into play.

(*d*) The Bishop occupies here a much more commanding position.

(*e*) If P Kt 3, Black would have gained a winning position by R × Kt, &c.

(*f*) The following interesting variation would probably have arisen here, if Black had chosen to sacrifice the exchange, *e. g.*:

	31. R × Kt
32. P × R (best)	32. Kt K 5
33. K K 2 *	33. Q × P ch
34. K Q 3 (best)	34. Kt B 7 ch
35. K B 2	35. Kt × R, disc. ch.
36. K × Kt	36. Q × B
37. Q × B	37. P R 5, &c.

---

* This seems best; for if 33. R Q 3, Black regains the exchange immediately with the better game, and if 33. Q B 2, then—

	33. Q R 8 ch
34. K K 2	34. Q × P ch
35. K Q 3 (best)	35. Kt B 7 ch
36. K B 3	36. Q B 3 ch
37. K Q 2 (best) †	37. Q × Q ch
38. K × Q	38. Kt × R
39. K × Kt	39. B Q 3, with a Pawn ahead.

† If K Kt 3, Black mates in two moves. We give a diagram to facilitate the study of the foregoing variations. The result goes to prove that, though satisfactory, the move leading thereto would not have been so strong as that actually adopted by Mr. Morphy.

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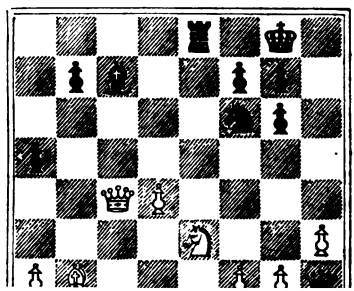

(*g*) The position again is one of interest and difficulty, and worth the student's attention, and the situation of the forces is accordingly represented.

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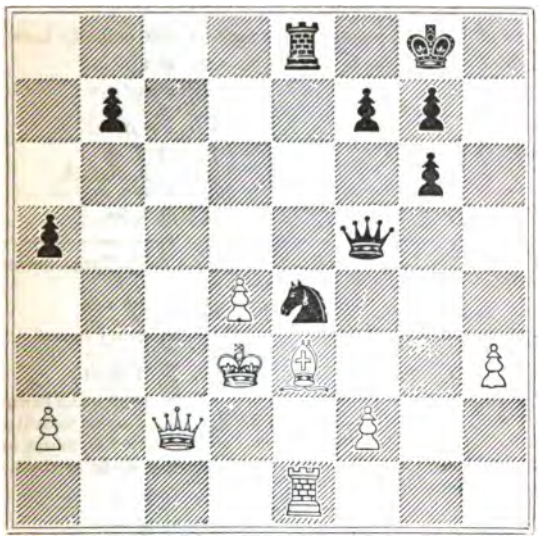

WHITE.

(*h*) Admirably followed up.

(*i*) If White had not taken the Knight, but played his K B 3, Black would have won as follows:

41. K B 3	41. R × B ch
42. R × R	42. Kt Q 8 ch
43. K Q 3	43. Kt Kt 7 ch,

winning the Queen.

GAME II.—(RUY LOPEZ KNIGHT'S GAME.)

3. B Kt 5	3. P Q R 3
4. B R 4	4. Kt B 3
5. Kt B 3 (*a*)	5. B B 4
6. P Q 3	6. P R 3
7. B K 3	7. B×B
8. P×B	8. P Q 3
9. Castles	9. Castles
10. B×Kt	10. P×B
11. Q K (*b*)	11. B K 3
12. Kt K R 4	12. P Kt 3
13. Q R Q	13. Q K 2
14. P Q 4 (*c*)	14. Q R K
15. P K R 3	15. B B 5
16. R B 3	16. P×P
17. R×P (*d*)	17. B Kt 4
18. P R 4	18. P B 4 (*e*)
19. R Q 2	19. B B 3
20. Kt Q 5	20. B×Kt
21. P×B	21. Kt K 5
22. R K 2	22. Q K 4
23. P B 4	23. R Kt
24. R B 4	24. K R K
25. Kt B 3	25. Q Kt 2
26. Kt Q 2	26. Kt×Kt
27. Q×Kt	27. R Kt 6
28. Q R 5	28. P B 4 (*f*)
29. Q×R P	29. R×Kt P
30. R×R	30. Q×R
31. Q B 6	31. R×P
32. Q×P at B 2	32. R K 8 ch

34. Q Q 8 ch 34. K B 2
35. Q Q 7 ch 35. K B 3
36. Q Q 8 ch (*g*), and the game was abandoned as drawn.

NOTES.

(*a*) This is not a good move. It gives Black the required time for bringing out his King's Bishop. P Q B 3 is better.

(*b*) To enable him to post his Knight at K R 4.

(*c*) Kt B 5 would have led to a strong attack, but the sacrifice it entailed could not have been made with prudence.

(*d*) Taking with the Pawn would have cost the Pawn at K 4.

(*e*) The position is interesting here, and we represent it on a diagram.

(*f*) R × Kt P at once would have led to nothing better.

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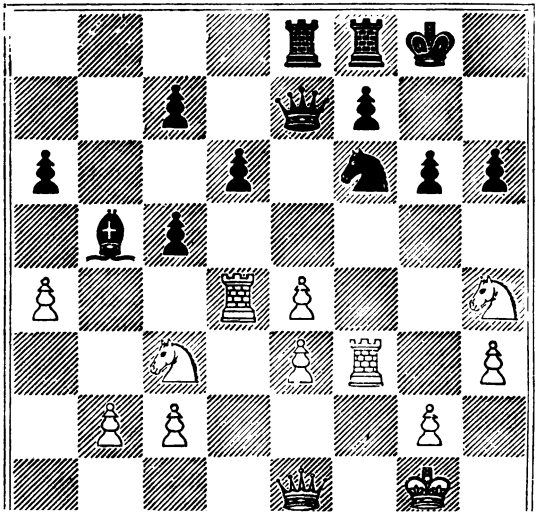

(*g*) Considering the antagonist to whom M. de Rivière was opposed, too much credit cannot be given to him for the able manner in which he conducted this game throughout.

GAME III.—(EVANS' GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. De Rivière.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B B 4
6. Castles	6. P Q 3
7. P Q 4	7. P×P
8. P×P	8. B Kt 3
9. Kt B 3 (*a*)	9. Kt B 3
10. P K 5	10. P Q 4
11. P×Kt	11. P×B
12. P×P (*b*)	12. R Kt
13. R K ch	13. B K 3
14. P Q 5	14. Q B 3
15. B Kt 5	15. Q×Q Kt
16. P×B	16. Q Q 6
17. P×P disc. ch	17. K×P
18. R K 7 ch	18. K Kt 3
19. Q K	19. Q Q 4

NOTES.

(*a*) A favorite move of Mr. Morphy's. He considers it, at this point of the opening, more attacking than any other.

(*b*) The following line of play would also have led to a speedy termination :

12. P Q 5	12. Kt R 4 (best)
13. Q K 2 ch	13. K B (best)
14. B R 3 ch	14. K Kt
15. B K 7	15. Q Q 2 or A
16. P × P	16. K × P, and White mates in three moves.

(A)

	15. Q K
16. P × P	16. K × P
17. Q K 5 ch	17. P B 3

18. B × P ch, and wins at least a Rook. We give a diagram to enable the student to examine the foregoing variations.

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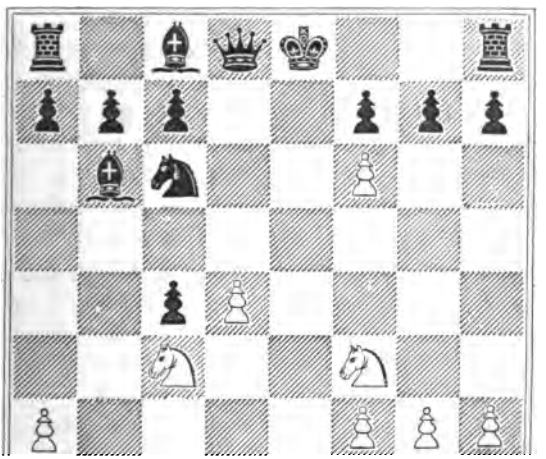

(*c*) The most effectual mode of terminating the game.

(*d*) If Q Q B 4, White would have mated in four moves; reference to the annexed diagram will make the proof of this easy.

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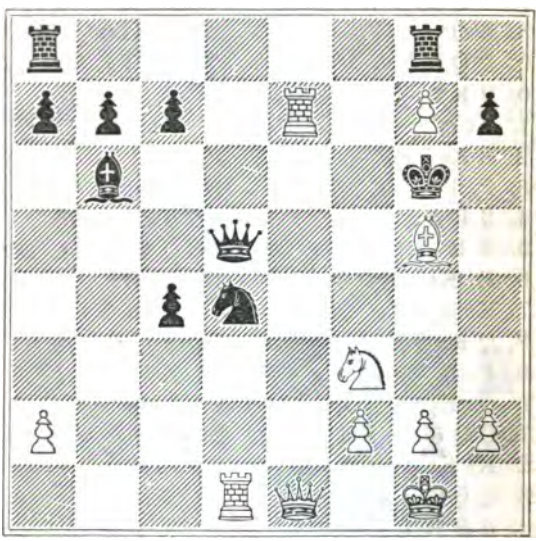

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(*e*) Finely played, permitting the Queen to be brought over to the left wing.

GAME IV.—(EVANS' GAMBIT.)

3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B B 4
6. Castles	6. P Q 3
7. P Q 4	7. P×P
8. P×P	8. B Kt 3
9. P Q 5	9. Q Kt K 2
10. P K 5	10. P×P
11. Kt×P	11. Kt K B 3
12. B Kt 5 ch	12. P B 3
13. P×P	13. Castles
14. B R 3	14. B×P ch (*a*)
15. K R	15. Q Kt 3 (*b*)
16. B×Kt	16. Q×B
17. Kt K B 3	17. Kt K 5
18. Q Kt Q 2	18. B Q B 4
19. B×R	19. Kt×Kt
20. Q×Kt	20. B×B
21. Q Q 8	21. P×P
22. Kt Kt 5 (*c*)	22. B K R 6
23. Q Q 2	23. B K B 4
24. P Q R 4	24. Q Q 6
25. Q R 2	25. B Kt 3
26. Kt×B P	26. Q Q 4
27. Kt K 5	27. B K 5
28. K R K	28. Q×Q
29. R×Q, and wins.	

NOTES.

(*a*) Ingenious enough.

Position of the forces after Black's twenty-second move.

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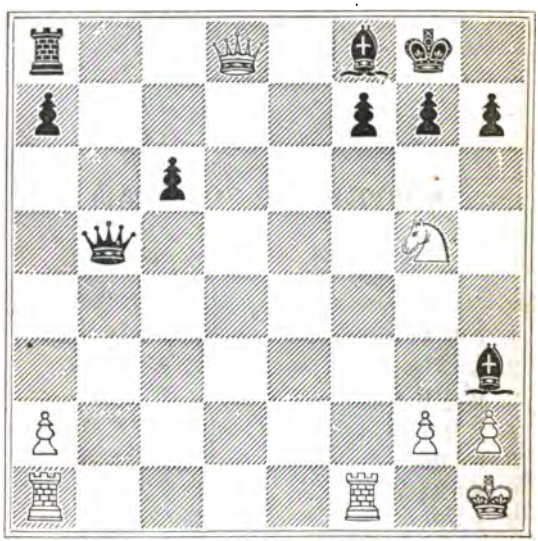

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MORPHY AND ROUSSEAU.

(KING'S KNIGHT'S OPENING.)

White.—Mr. Morphy.	*Black.*—Mr. Rousseau.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B Q B 4	3. P K B 4 (*a*)
4. P Q 3	4. Kt K B 3
5. Castles	5. P Q 3 (*b*)
6. Kt Kt 5	6. P Q 4
7. P×P	7. Kt×P
8. Kt Q B 3	8. Q Kt K 2
9. Q B 3	9. P Q B 3
10. Q Kt K 4 (*c*)	10. P×Kt (*d*)
11. Q B 7 ch	11. K Q 2
12. Q K 6 ch	12. K B 2
13. Q×P ch	13. Q Q 3
14. Q×Q ch	14. K×Q
15. Kt B 7 ch	15. K K 3
16. Kt×R	16. P×P
17. P×P	17. K B 3
18. P Q Kt 4	18. B K 3
19. R K	19. B Kt
20. B Kt 2 ch	20. K Kt 4

21. R K 5 ch	21. K R 3
22. B B ch	22. P K Kt 4
23. R×P, and wins.	

NOTES.

(*a*) An unusual move in this opening, and one not to be recommended.

(*b*) Shutting in the K B. He should rather have played B Q B 4.

(*c*) Mr. Morphy's sacrifices are almost always sound; here, whether the proffered Knight is taken or not, his pieces are rapidly developed without any risk whatever being incurred.

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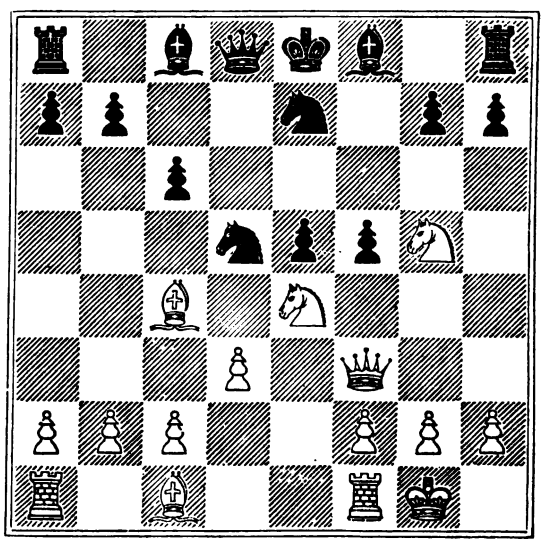

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	10. P K R 3
11. Q R 5 ch	11. P K Kt 3 (best) *
12. B × Kt	12. P × Q Kt (best) † or A
13. B B 7 ch	13. K Q 2
14. Q Kt 4 ch	14. K B 2
15. Q × P	15. P × Kt
16. Q × P ch, with a fine game.	

(A)

	12. Q × B
13. Kt B 6 ch	13. K Q
14. Kt × Q	14. P × Q
15. Kt × Kt	15. K × Kt (best) ‡
16. Kt K B 3	16. K B 3 (best)
17. B Q 2	17. B Q 3 (best)
18. K R K	18. R K
19. B Q B 3, with a winning position.	

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* If 11. K Q 2, the Queen is lost in three moves.

† If 12. Kt × B, the Knight's Pawn is taken with Queen checking, and it is obvious that taking the Queen or Bishop with Pawn would allow a mate on the move.

‡ If 15. P × Kt

16. Kt Kt 6, &c.

SCHULTEN AND MORPHY.

GAME I.—(KING'S BISHOP'S GAMBIT.)

White.—Mr. Schulten.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. B B 4	3. P Q 4
4. P×P	4. Kt K B 3 (*a*)
5. Kt Q B 3	5. B Q 3
6. P Q 4	6. Castles
7. K Kt K 2 (*b*)	7. P B 6 (*c*)
8. P×P	8. Kt R 4
9. P K R 4	9. R K
10. Kt K 4	10. B Kt 6 ch
11. K Q 2	11. B Q 3
12. K B 3	12. P Q Kt 4
13. B×P	13. P Q B 3
14. Kt×B	14. Q×Kt
15. B R 4	15. B R 3
16. R K	16. Kt Q 2
17. P Kt 3	17. Kt Kt 3
18. B×P	18. Q R B
2 (*d*)	19. R×B (*e*)
	20. B×Kt
	21. Q×P ch

22. K K	22. Q Kt 8 ch
23. K Q 2	23. R Q ch
24. K B 3	24. Q B 4 ch
25. K Kt 2	25. Kt R 5 ch, and White resigns.

NOTES.

(*a*) Heydebrand recommends B Q 3. A move apparently good, viz., Q R 5, is not so in reality, *e. g.*:

	4. Q R 5 ch
5. K B	5. P B 6
6. B Kt 5 ch	6. P B 3

7. Kt × P, with the better game.

(*b*) A weak move. Kt B 3 was the correct play.

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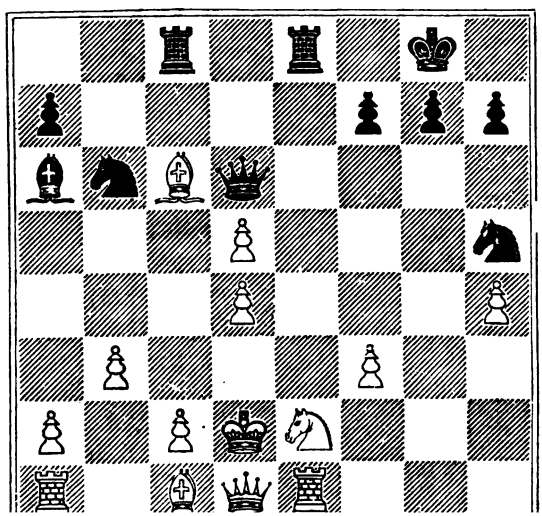

(*c*) Taking immediate advantage of his opponent's error.

(*d*) The forces have now assumed the following position, from which Mr. Morphy carries on the game with much ingenuity. (See diagram, page 421.)

(*e*) An admirable link in the chain of the combination.

GAME II.—(KING'S GAMBIT REFUSED.)

White.—Mr. Schulten.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. P K B 4	2. P Q 4
3. P×Q P	3. P K 5 (*a*)
4. Kt Q B 3 (*b*)	4. Kt K B 3
5. P Q 3	5. B Q Kt 5
6. B Q 2	6. P K 6 (*c*)
7. B×P	7. Castles
8. B Q 2	8. B×Kt
9. P×B	9. R K ch
10. B K 2	10. B Kt 5
11. P B 4	11. P B 3
12. P×P	12. Kt×P
13. K B	13. R×B (*d*)
14. Kt×R	14. Kt Q 5
15. Q Kt	15. B×Kt ch
16. K B 2	16. Kt Kt 5 ch
17. K Kt	17. Kt B 6 ch (*e*)
18. P×Kt	18. Q Q 5 ch
19. K Kt 2	19. Q B 7 ch
20. K R 3	20. Q×B P ch

NOTES.

(*a*) Credit must be given to Herr Falkbeer for the invention of this move. See Berlin *Schachzeitung*, page 193.

Position of the pieces after Black's thirteenth move.

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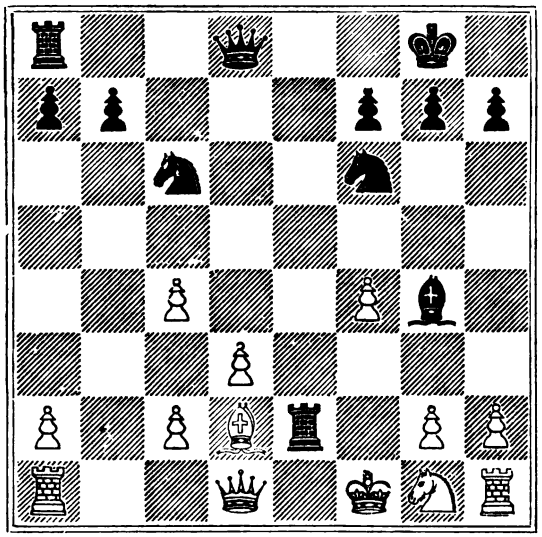

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(*b*) In Heydebrand's valuable treatise we find the following given as a continuation of the game at this point:

4. P Q 3	4. Q × P
5. Kt Q B 3	5. B Q Kt 5
6. Q Q 2 *	6. Q K 3
7. P × P	7. B × Kt
8. Q × B	8. Q × P ch

* If 6. B Q 2, 7. B × B — then 6. B × Kt, 7. P K B 3

9. K B 2	9. Kt K B 3
10. B Q 3	10. Q B 3
11. Q × Q	11. Kt × Q

12. Kt B 3, even game.

(*c*) To such as are not far advanced in the knowledge of the game, this move will doubtless appear a useless one; but, on the contrary, it is evidence of great foresight on the part of Mr. Morphy. It gains time and exposes the adversary's King to an attack from the Rook after the move that follows.

(*d*) We have frequent occasion in this work to call the student's attention to the remarkable manner in which Mr. Morphy, after the pieces are well developed, steps in and finishes off the game, and this not when his opponent has committed an evident blunder, but when, as in this case, he has merely made a weak move.

(*e*) This end game very forcibly displays the ingenuity and accuracy of the young American's calculations, and we again add a representation of the position.

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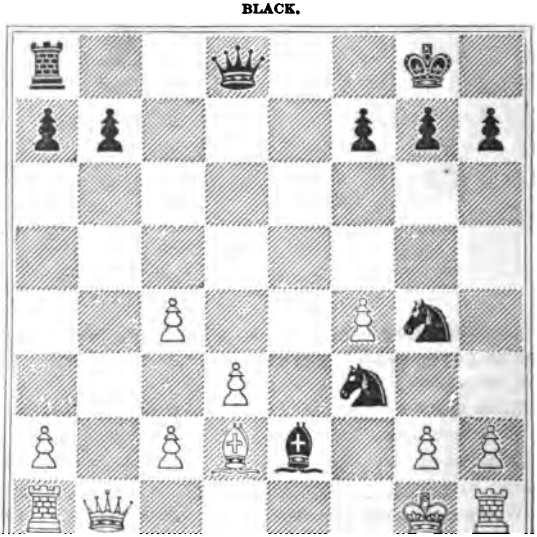

GAME III.—(BISHOP'S GAMBIT.)

White.—Mr. Schulten.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. B B 4	3. Kt K B 3 (*a*)
4. Kt Q B 3	4. B Kt 5
5. P K 5	5. P Q 4
6. P×Kt	6. P×B
7. P×P	7. R Kt
8. Q K 2 ch	8. B K 3
9. P Q R 3	9. B Q B 4
10. Kt B 3	10. Kt B 3
11. Kt K 4	11. Kt Q 5
12. Kt×Kt	12. B×Kt
13. P B 3	13. Q R 5 ch
14. K B (*b*)	14. B Kt 3
15. P Q 4 (*c*)	15. P×P en pas.
16. Q×P	16. R Q (*d*)
17. Q K 2	17. R Q 8 ch (*e*), and White resigned.

NOTES.

(*a*) This defence has been named after Mr. Lichtenhein of New York, who was the first to adopt it. The German *Handbuch* notices six other modes of play at this point.

(*b*) White might have played K Q, as no danger would have resulted from B Kt 5, on account of the reply Kt B 6 double check, &c.

(*c*) A bad move; but there was small chance otherwise of bringing the Queen's Bishop into play.

(*d*) Winning the game [illegible]

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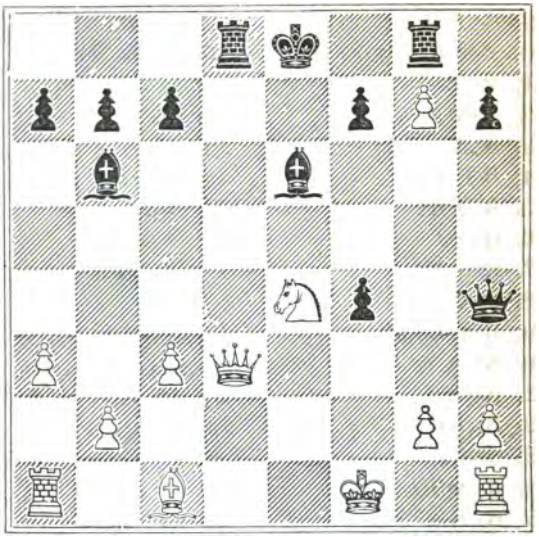

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(*e*) For if Q × R, B B 5 ch wins the Queen.

GAME IV.—(EVANS' GAMBIT.)

White.—Mr. Morphy.	*Black.*—Mr. Schulten
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B × P
5. P B 3	5. B B 4
6. Castles	6. P Q 3
	7. P × P

8. P×P	8. B Kt 3
9 Kt B 3	9. B Kt 5
10. B Q Kt 5 (*a*)	10. B×Kt (*b*)
11. P×B	11. K B (*c*)
12. B K 3	12. Q Kt K 2
13. K R	13. P Q B 3
14. B R 4	14. P Q 4
15. R Q Kt	15. R Q Kt
16. Q Q 3	16. B B 2
17. R K Kt	17. Kt Kt 3
18. P K 5	18. Q R 5
19. B K Kt 5	19. Q R 6
20. Kt K 2	20. P B 3
21. Kt B 4	21. Kt×Kt
22. B×Kt	22. P K Kt 4
23. Q R 3 ch	23. K K (*d*)
24. R×Q Kt P (*e*)	24. R×R
25. B×P ch	25. K B 2
26. B×P ch (*f*)	26. K Kt 3 (*g*)
27. Q B 8 (*h*)	27. Q Q 2
28. B×R	28. B Q
29. P×P	29. B×P
30. B K 4 ch	30. K R 4
31. B K 3	31. P K R 3
32. R Kt 3	32. B Kt 2
33. Q B 7 ch, and wins.	

NOTES.

(*a*) Recommended by the authorities as best calculated to maintain the attack. We believe, however, that Mr. Frazer's move, Q R 4, is

(*b*) Mr. Morphy likes B Q 2 here; if 10. P Q R 3, White gains an advantage as follows:

	10. P Q R 3
11. B R 4	11. Q B 3 or A
12. Kt Q 5 *	12. Q Q (best)

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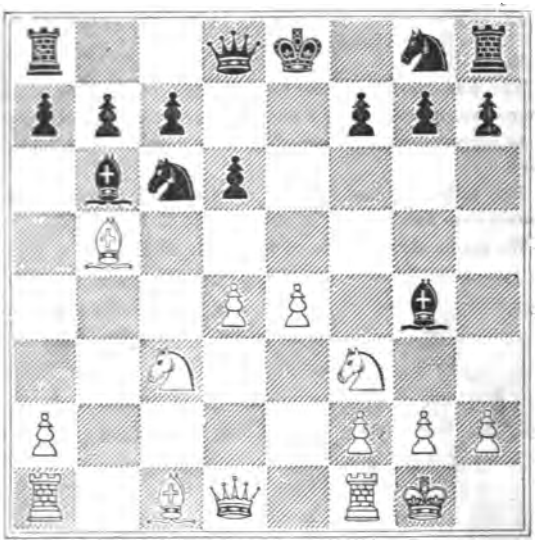

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* 12. P Q 5 would not have been so good, e. g.:

12. P Q 5	12. Q×Kt
13. P×Kt	13. Castles
14. P×P ch	14. K Kt
15. Q K 2 †	15. Q R 4
16. B B 6	16. B×Kt
17. P×B	17. Kt K 2, &c.

And as White's advanced Pawn cannot be saved, Black will remain with six

Q R 4, &c.

13. Kt × B	13. P × Kt
14. P Q 5	14. P Kt 4
15. P × Kt	15. P × B

16. P × P, with a winning position.

(A)

	11. B R 4
12. B × Kt ch	12. P × B
13. Q R 4	13. B × Kt

14. Q × P ch, followed by
15. Q × B, &c.

(*c*) This was compelled, being the only move to save the piece, and was the natural result of Black's previous move, when, if he had played B Q 2, as suggested, the privilege of castling would at least have been preserved.

(*d*) It is quite clear that if the King had been played elsewhere a piece would have been lost on the move.

(*e*) We again exhibit the situation on a diagram.

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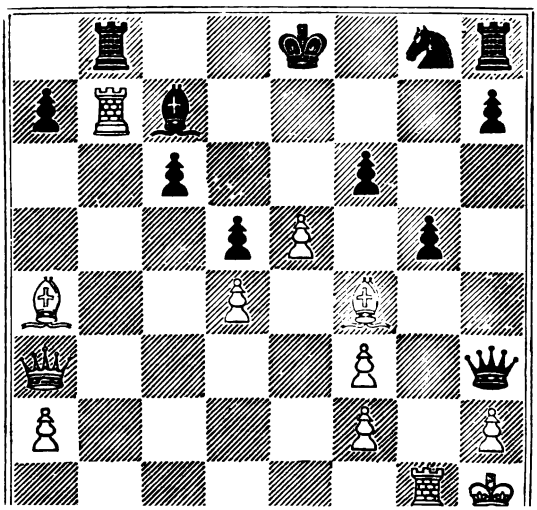

(*f*) This, with all the subsequent moves, is beautifully played.

(*g*) K Kt 2 would have been fatal, on account of P × P ch, &c.

(*h*) When we reflect that all this must have been foreseen by White on his 23d move, we cannot give Mr. Morphy too much praise for his ingenuity and foresight. White now threatens mate in four moves, and singularly enough, in two different ways, *e. g.*:

Firstly—

28. R × P ch	28. P × R
29. B B 7 ch	29. K B 4
30. B R 4 ch	30. K K 3
31. Q B 7. Mate.	

Secondly—

28. Q × P ch	28. Kt × Q
29. R × P ch	29. K R 3
30. R Kt 4, disc. ch	30. K R 4
31. B B 7. Mate.	

THOMPSON AND MORPHY.

GAME I.—(EVANS' GAMBIT.)

White.—Mr. Thompson.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P Q B 3	5. B R 4
6. P Q 4	6. P×P
7. Q Kt 3	7. Q B 3
8. Castles	8. P Q 3
9. P×P	9. B Q Kt 3
10. P K 5	10. P×P
11. P×P	11. Q Kt 3
12. B R 3	12. B K 3
13. Q Kt Q 2	13. K Kt K 2
14. B×B	14. P×B
15. Q R K	15. Castles K R
16. Kt K 4	16. Q R Q (*a*)
17. Q Kt K Kt 5	17. R×Kt (*b*)
18. Kt×R	18. R Q 6
19. Q Q Kt 2	19. R×Kt
20. K R	20. B Q 5
21. Q B	21. R Q B 6

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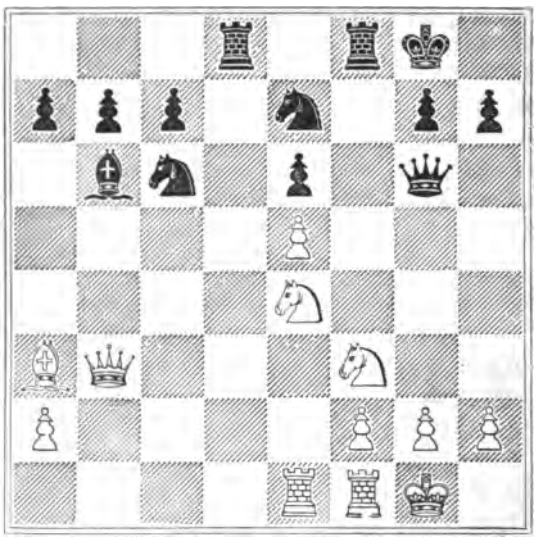

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22. Q Kt 2	22. R K Kt 6
23. Q B	23. R×P
24. Q K B 4	24. Kt K B 4
25. Q K B 3	25. R×P ch (*c*)
26. K×R	26. B×P ch
27. R×B	27. Kt×R
28. Q R 3	28. Kt R 5
29. P B 3	29. Q B 7 ch
30. K R	30. Kt K B 4
31. B B	31. Q K 7

35. Q R 2	35. Q B 5
36. B Q Kt 8 (*e*)	36. Kt K 7 ch
37. K B 2	37. Q Q 5 ch
38. K K	38. K Kt Kt 6 (*f*)
39. Q R 3	39. Q B 6 ch
40. K B 2	40. Kt K 5 ch
41. P×Kt (*g*)	41. Q×Q
42. K×Kt	42. Q K Kt 7 ch, and wins.

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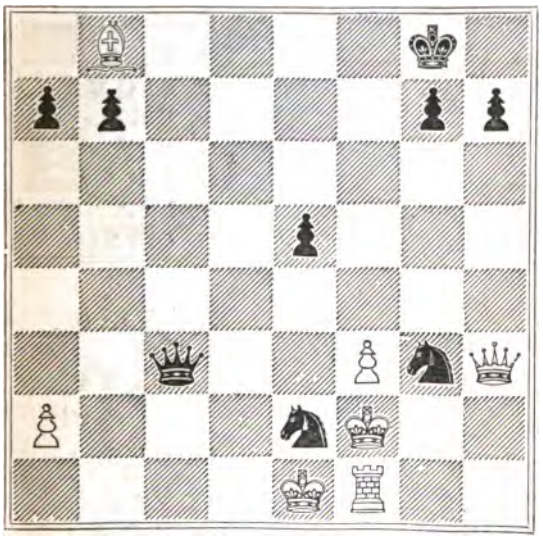

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NOTES.

(*c*) Followed up with real spirit.

(*d*) Taking the Knight would have been bad play.

(*e*) Any other move, and the Bishop must have been lost.

(*f*) These Knights are worked with admirable skill, and prove the strength of these pieces when effectively handled. (Diagram, p. 433.)

(*g*) He has no other move; for if K Kt, he equally loses the Queen and gets the Knight in exchange.

GAME II.—(EVANS' GAMBIT.)

White.—Mr. Thompson.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 4
2. Kt K B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B R 4
6. P Q 4 (*a*)	6. P×P
7. Q Kt 3	7. Q B 3 (*b*)
8. Castles	8. P Q 3
9. P K 5	9. P×K P
10. P×P (*c*)	10. P×P
11. Q Kt Q 2	11. K Kt K 2
12. B Kt 2	12. Castles
13. Kt K 4	13. Q Kt 3
14. B Q 3	14. B K B 4
15. Kt R 4	15. Q R 4
16. Kt×B	16. Kt×Kt
17. P B 4	17. K R K
18. R B 3	18. Kt Q Kt 5
19. Kt Kt 5	19. Kt×B
20. Q×Kt	20. Q Kt 3
21. R R 3	21. R K 6

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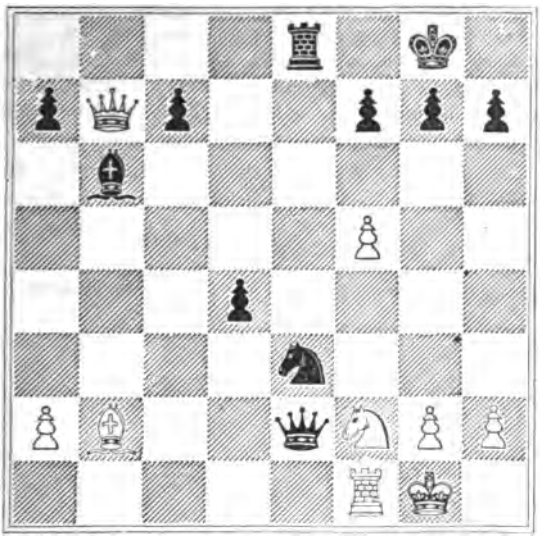

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22. Q Q Kt 5	22. R×R
23. Q×P (*d*)	23. R K (*e*)
24. Kt×R	24. B Kt 3
25. R K B	25. Kt K 6
26. P B 5	26. Q Kt 5
27. Kt B 2	27. Q K 7
28. R Q Kt	28. Kt Q 8, and wins.

NOTES.

(*a*) Castling was formerly considered to be the better mode of continuing the attack and the effect of throwing up the Pawn to Queen's fourth before instead of after this move. Our attention was first called

being far preferable to that of castling; as in the latter case Black may bring out his Knight to K B 3." Anderssen also, in the Berlin *Schachzeitung* for 1851, gave a most able analysis of this move, and very clearly demonstrated its superiority over the move previously in vogue.

(*b*) Q K 2 is sometimes played here.

(*c*) R K is also a good move at this point.

(*d*) Made probably with the view of defending the K Kt P.

(*e*) Black has now a splendid game, and victory certain. The termination of this game is very pretty, and it is solely on that account that we have included it in our selection. It otherwise presents few points of interest. (See diagram, p. 435.)

BOOK V.

GAMES AT ODDS.

BOOK V.

GAMES AT ODDS.

The following games were played in America, France, and England, by Mr. Morphy, against various players to whom he gave the odds described.

MORPHY AND AMATEURS.

GAME I.—(MUZIO GAMBIT—REMOVE WHITE'S Q KT.)

White.—Mr. Morphy.	*Black.*—Amateur.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. Kt B 3	3. P K Kt 4
4. B B 4	4. P Kt 5
5. Castles (*a*)	5. P×Kt
6. Q×P (*b*)	6. Q B 3 (*c*)
7. P K 5	7. Q×P
8. B×P ch (*d*)	8. K×B (*e*)
9. P Q 4	9. Q×P ch
10. B K 3 (*f*)	10. Q B 3 (*g*)

11. Q R 5 ch	11. Q K Kt 3 (*h*)
12. R×P ch	12. Kt K B 3
13. R×Kt ch (*i*)	13. K×R
14. B Q 4 ch	14. K K 2
15. R K ch	15. K B 2
16. Q Q 5 ch	16. Q K 3
17. Q B 3 ch	17. K K
18. Q R 5 ch	18. K Q
19. R×Q	19. P×R

20. B×R, eventually winning the game.

NOTES.

(*a*) The attacking player has three moves at this juncture that he can adopt with advantage, viz., Kt Q B 3, invented and favored by McDonnell, P Q 4, analyzed by Ghulam Kassim, and Castles, the move in the text. The latter constitutes the original Muzio Gambit. Of the three, we prefer castling, and Walker expresses himself in favor of this in his "Art of Chess Play," as does also Heydebrand. The best works of reference for the student, in this interesting *début*, are Lewis, p. 348; Staunton's Handbook, 280; Walker; Von der Lasa, 364—376; and Jænisch, 222. Herren Kling and Harrwitz, in their admirable treatise on end games, added an analysis of this gambit, and suggested a novel defence against the attack, which they considered satisfactory. Heydebrand, however, in the Berlin *Schachzeitung* for 1851, p. 221 to 224, has proved the analysis incorrect, and the attack therefore must still be noted as sound.

(*b*) According to the Handbooks (German and English) the better and more preferable move here is P Q 4.

(*c*) This has been pronounced the best play.

(*d*) A novel and ingenious deviation from the ordinary line of attack, which is P Q 3. It leads to positions of a most interesting nature.

(*e*) K Q would have been better; but even then White would have had a fine attacking game. (See diagram, p. 441.)

(*f*) With a strong offensive position.

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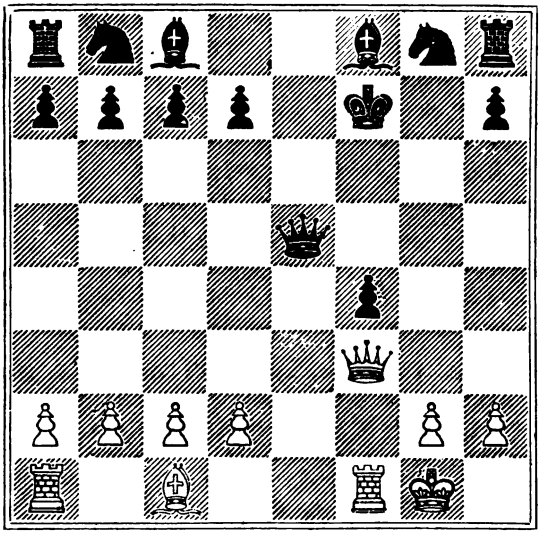

WHITE.

visable, because White would have checked with the Queen at Q 5, and then played B Q 4, &c.

(*h*) There was nothing better on the board; for if the King go to K 2 or Kt 2, White captures P with Rook, and wins with ease.

(*i*) Continuing the attack with his wonted dash and spirit.

GAME II.—(MUZIO GAMBIT—REMOVE WHITE'S Q KT.)

White.—Mr. Morphy.	*Black.*—Amateur.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. Kt B 3	3. P K Kt 4

4.	B B 4	4. P Kt 5
5.	P Q 4 (*a*)	5. P×Kt (*b*)
6.	Castles (*c*)	6. B R 3
7.	Q×P	7. Kt Q B 3
8.	B×P ch	8. K×B
9.	Q R 5 ch	9. K Kt 2
10.	B×P	10. B×B
11.	R×B	11. Kt R 3
12.	Q R K B	12. Q K
13.	Q R 4	13. P Q 3
14.	Q B 6 ch	14. K Kt
15.	Q×Kt	15. B Q 2

Position of the forces after White's 17th move.

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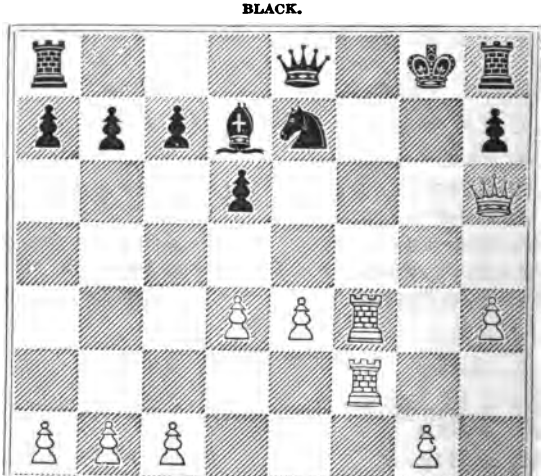

16. Q R B 3	16. Kt K 2
17. P K R 4	17. Kt Kt 3
18. P R 5	18. B K Kt 5
19. P×Kt	29. P×P, and Mr. Morphy announced mate in three moves.

NOTES.

(*a*) This is almost as strong as castling. Some clever and interesting variations on this move were published by Cochrane and Ghulam Kassim (Madras, 1829.)

(*b*) Lewis recommends P Q 4; for which see C. P C., vol. 1, p. 33.

(*c*) The German *Handbook* gives Q × P.

GAME III.—(SCOTCH GAMBIT—REMOVE WHITE'S Q KT.)

White.—Mr. Morphy.	*Black.*—Amateur.
1. P K 4	1. P K 4
2. Kt B 3	2. Kt Q B 3
3. P Q 4	3. Kt×P
4. Kt×P	4. Kt K 3
5. B Q B 4	5. Kt B 3
6. Kt×B P (*a*)	6. K×Kt
7. B×Kt ch	7. K×B (*b*)
8. P K 5	8. B B 4
9. Castles	9. Kt Q 4
10. Q Kt 4 ch (*c*)	10. K×P
11. B Kt 5	11. Q B
12. Q R Q	12. K Q 3
13. Q K 4	13. Q B 2 (*d*)
14. P Q B 4	14. K B 3
15. R×Kt	15. K Kt 3

16. R×B 16. P B 3 (*e*)
17. Q K 5 17. R K, and White announced mate in four moves.

NOTES.

(*a*) This leads to an animated game, and under the circumstances, was a fair risk.

(*b*) The proper reply would have been P × B. The text move exposes Black to a strong attack.

(*c*) White has now a well-developed game, with every piece ready for instant action.

(*d*) P B 3 would at least have lost the Queen, as will at once be apparent on an examination of the diagram that follows.

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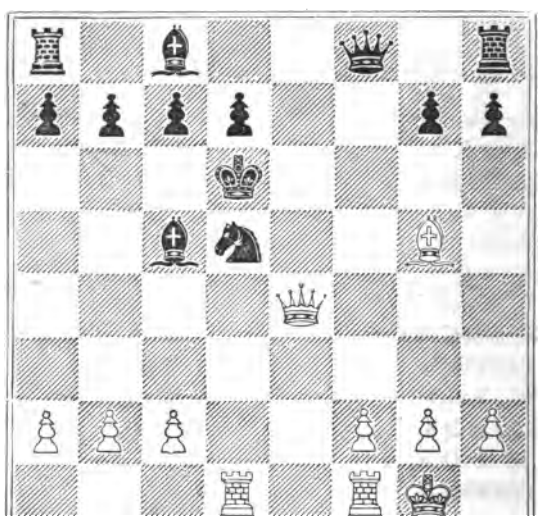

Position of the forces when White announced the mate.

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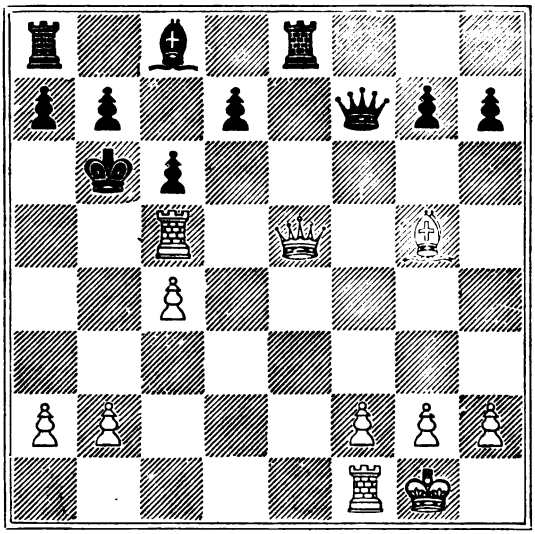

WHITE.

GAME IV.—(EVANS' GAMBIT—REMOVE WHITE'S Q KT.)

White.—Mr. Morphy.	*Black.*—Amateur.
1. P K 4	1. P K 4
2. Kt B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B B 4
6. Castles	6. Kt B 3
7. P Q 4	7. P×P
8. P×P	8. B Kt 3

9. B R 3	9. P Q 3
10. P K 5	10. Kt K 5
11. R K	11. P Q 4
12. B Kt 5	12. B Kt 5
13. R Q B	13. Q Q 2
14. Q R 4	14. B×Kt (*a*)
15. Q R×Kt	15. Castles Q R
16. P K 6 (*b*)	16. P×P
17. R×B, and wins.	

NOTES.

(*a*) The diagram gives the situation of the pieces after this move of Black's.

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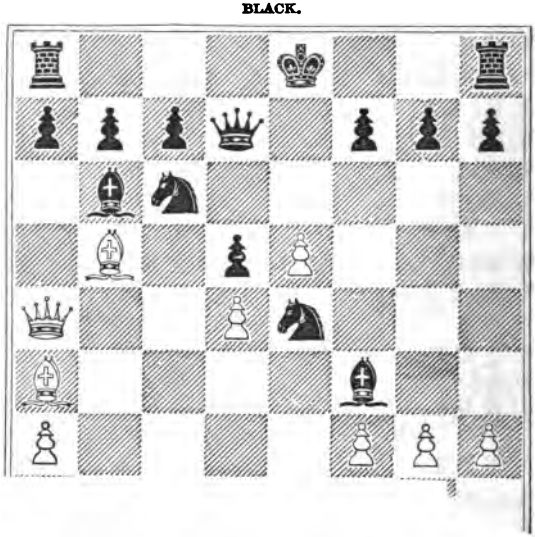

(*b*) The best mode of concluding the *partie*. It prevents Black from playing Q Kt 5, &c.

GAME V.—(PETROFF'S DEFENCE—REMOVE WHITE'S Q KT.)

White.—Mr. Morphy.	*Black.*—Amateur.
1. P K 4	1. P K 4
2. Kt B 3	2. Kt K B 3
3. P Q 4	3. P×P
4. P K 5	4. Q K 2
5. B K 2	5. Kt K 5
6. Castles	6. P Q 4
7. P×P (en pas.)	7. Kt×P
8. R K	8. B K 3
9. B K Kt 5	9. Q Q 2 (*a*)
10. Kt K 5	10. Q B
11. B R 5	11. B K 2
12. B×B	12. K×B
13. Kt×P	13. Kt×Kt
14. B Kt 4	14. Kt Q
15. Q×P	15. R Kt
16. R×B ch (*b*)	16. Kt×R
17. R K	17. Kt B 3
18. Q B 5 ch	18. K B 3
19. Q B 5 ch	19. K K 2
20. R×Kt ch, and wins.	

NOTES.

(*a*) If Black had interposed the Bishop's Pawn, White would have

After Black's 12th move.

BLACK.

WHITE.

(*b*) Played with admirable spirit and dash.

GAME VI.—EVANS' GAMBIT—(REMOVE WHITE'S Q KT.)

White.—Mr. Morphy.	*Black.*—Amateur.
1. P K 4	1. P K 4
2. Kt B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	

5. P B 3	5. B B 4
6. Castles	6. P Q 3
7. P Q 4	7. P×P
8. P×P	8. B Kt 3
9. B Kt 2	9. B K Kt 5
10. B Kt 5	10. B Q 2 (*a*)
11. P Q 5	11. Kt K 4
12. B×B ch	12. Q×B
13. B×Kt	13. P×B
14. Kt×P	14. Q Kt 4 (*b*)
15. R Kt	15. Q R 4
16. Q Kt 4 (*c*)	16. Kt K 2
17. Q Q 7 ch	17. K B
18. R Kt 3	18. B Q 5
19. Kt B 3	19. B B 4
20. R Q B	20. P Q B 3
21 P Q 6	21. B×P (*d*)
22. Q×B	22. R Q
23. Q Kt 3	23. P Q Kt 3
24. Q B 7	24. R B
25. R Q 3	25. R K
26. R Q 8	26. Q R 3
27. K R Q, and wins.	

NOTES.

(*a*) The best move, undoubtedly.

(*b*) Weak, for it places the Queen out of play and exposes her at the same time to attack.

(*c*) This excellent move leads to a speedy victory. (See diagram page 450.)

(*d*) There was little choice: for if Kt Kt 8, White would certainly

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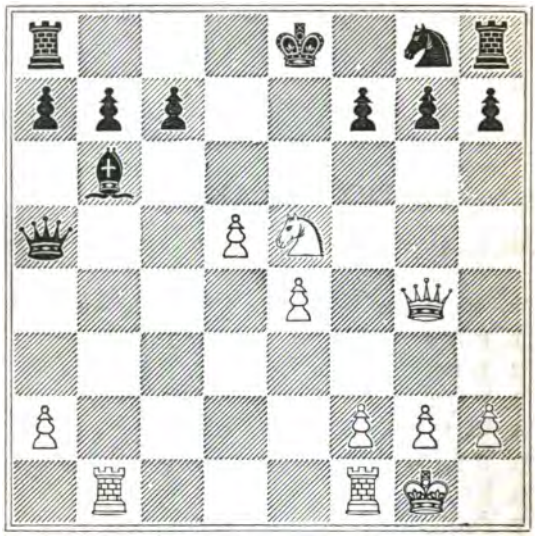

WHITE.

MORPHY AND AMATEURS.

GAME I.—TWO BISHOP'S OPENING—(REMOVE WHITE'S Q ROOK.)

White.—Mr. Morphy.	*Black.*—Amateur.
1. P K 4	1. P K 4
2. B B 4	2. B B 4
3. P Q 4	3. P×P (*a*)
4. Kt K B 3	4. P Q Kt 4
5. B Kt 3	5. P Q 3
6. Kt Kt 5	6. Kt K R 3
7. Castles	7. Castles
8. P K B 4	8. P R 4
9. P B 5	9. Q B 3
10. Q R 5	10. P R 5
11. B Q 5	11. P B 3
12. Kt×R P (*b*)	12. K×Kt
13. B Kt 5	13. Q K 4
14. Kt Q 2	14. P×B
15. Kt B 3 (*c*)	15. Q K (*d*)
16. P B 6	16. B K Kt 5
17. Q R 4	17. B×Kt
18. P×Kt P	18. P Q 6 disc. ch
19. K R	19. P×P

22. B×R disc. ch	22. K Kt
23. B K 7 (*e*)	23. Kt B 3
24. Q Kt 5 ch	24. K R 2
25. R B 4, and wins.	

NOTES.

(*a*) The correct move is B × P, and the game then is usually continued as follows:

	3. B × P
4. Kt K B 3	4. Q B 3
5. Kt × B	5. P × Kt
6. Castles	6. Kt B 3
7. P K B 4	7. P Q 3
8. B Kt 5	8. B Q 2

(*b*) From this point an admirable series of moves is played by Mr. Morphy.

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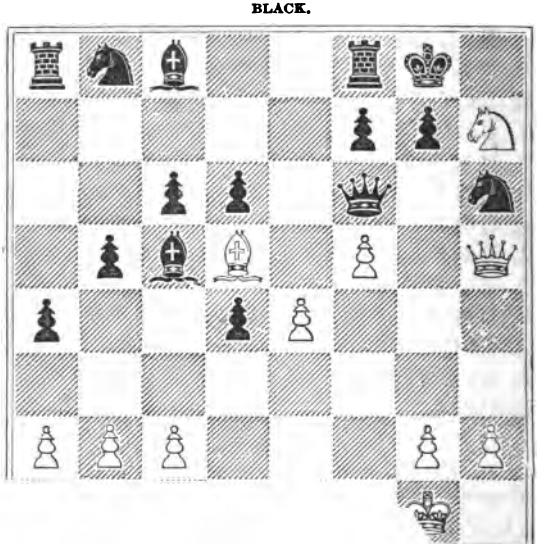

(*c*) All this deserves the student's best attention.

(*d*) If the Queen had taken the K P, White would have had a forcible reply in B × Kt, &c.

Position of the forces after Black's 17th move.

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WHITE.

(*e*) A wonderful accuracy has pervaded the whole combination, which is of a very high order.

GAME II.—TWO KNIGHTS' DEFENCE—(REMOVE WHITE'S Q ROOK.)

White.—Mr. Morphy. Black.—Amateur

3.	B B 4	3. Kt B 3
4.	Kt Kt 5	4. P Q 4
5.	P×P	5. Kt×P
6.	Kt×B P	6. K×Kt
7.	Q B 3 ch	7. K K 3
8.	Kt B 3	8. Kt Q 5 (*a*)
9.	B×Kt ch	9. K Q 3
10.	Q B 7	10. B K 3
11.	B×B	11. Kt×B
12.	Kt K 4 ch	12. K Q 4
13.	P B 4 ch	13. K×Kt
14.	Q×Kt	14. Q Q 5
15.	Q Kt 4 ch (*b*)	15. K Q 6

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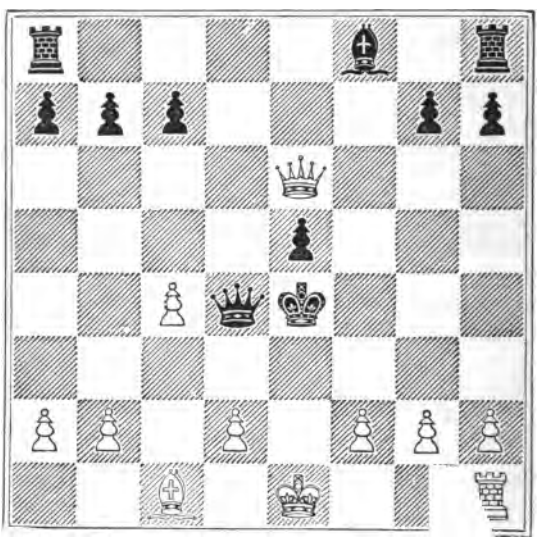

16. Q K 2 ch	16. K B 7
17. P Q 3 disc. ch	17. K×B (*c*)
18. Castles, check mate.	

NOTES.

(*a*) The move generally selected here is Kt K 2.

(*b*) Forcing the game in a very few moves. The position is interesting, and we therefore give a diagram of it, previously to this move being made. (See p. 454.)

(*c*) K Kt 8 would have somewhat prolonged the game, but nothing could have saved it.

DEVINCK AND MORPHY.

(REMOVE BLACK'S K B P.)

White.—Mr. Devinck.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 3
2. P Q 4	2. P Q B 4
3. P Q 5	3. P Q 3
4. P Q B 4	4. P K Kt 3
5. Kt Q B 3	5. B Kt 2
6. B Q 3	6. Kt Q R 3
7. P Q R 3 (*a*)	7. Kt R 3
8. K Kt K 2 (*b*)	8. Castles
9. Castles	9. P×P
10. K P×P (*c*)	10. Kt K Kt 5
11. P R 3 (*d*)	11. Kt K 4
12. P B 4	12. Kt×B
13. Q×Kt	13. B B 4
14. Q B 3	14. Q Kt 3
15. P K Kt 4	15. B B 7
16. Kt Kt 5	16. Q R K
17. B K 3 (*e*)	17. B Q 6 (*f*)
18. P Kt 3	18. B×Kt
19. Q×B	19. B 5
20. R B 3	20. B

21. Q Q 3	21. Kt B 2
22. P B 5	22. Kt×Kt
23. P×Kt	23. R×B, and wins.

NOTES.

(*a*) Losing time. He had better have at once brought out the King's Knight.

(*b*) First of all the King's Knight should have been taken off.

(*c*) This gives Black some freedom. It would have been more correct to have taken with the Q B P, when Black's game would have remained decidedly cramped.

(*d*) An inversion of the order of this move and the next would have been more to the purpose.

(*e*) Badly played, enabling White to gain such an advantage in position as must secure him the victory.

(*f*) Taking due advantage of his adversary's weak play. After this the game was beyond all hope.

MORPHY AND JULIEN.

GAME I.—KING'S KNIGHT'S GAMBIT—(REMOVE WHITE'S QUEEN'S KT.)

White.—Mr. Morphy.	*Black.*—Mr. Julien.
1. P K 4	1. P K 4
2. P K B 4	2. P×P
3. Kt K B 3	3. P K Kt 4
4. B B 4	4. B Kt 2
5. Castles	5. P K R 3
6. P B 3	6. P Q 3
7. Q Kt 3	7. Q K 2
8. P Q 4	8. P Q B 3
9. B Q 2	9. Kt Q 2
10. Q R K	10. Kt Kt 3
11. B Q 3	11. B Kt 5
12. P Q R 4	12. B×Kt
13. R×B	13. Kt Q 2
14. Q×Kt P	14. R Q Kt
15. Q×B P	15. R×P
16. P K 5 (*a*)	16. R×B
17. Q B 8 ch	17. Q Q
18. P×P disc. ch	18. B Q 4
19. R×B ch (*b*)	19. Kt×R
20. P Kt 5 ch, and Black resigns.	

NOTES.

(*a*) The best move, and one that secures the victory. The position is shown on the diagram.

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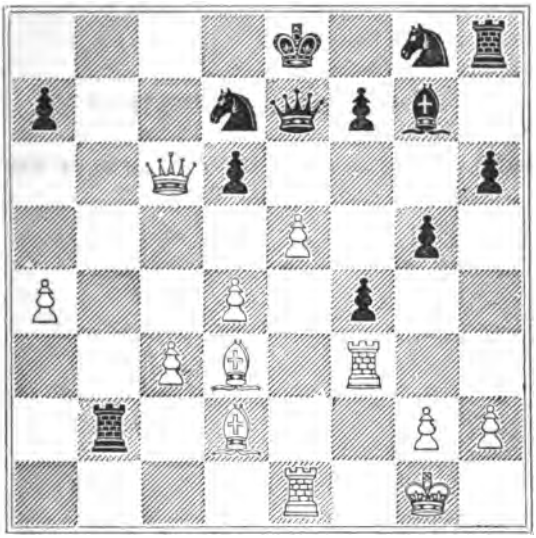

WHITE.

(*b*) This is all excellently played.

GAME II.—PHILIDOR'S DEFENCE—(REMOVE WHITE'S Q KT.)

White.—Mr. Morphy.	*Black.*—Mr. Julien.
1. P K 4	1. P K 4
2. Kt B 3	2. P Q 3
3. P Q 4	
4. B Q B 4 (*a*)	

5. P B 3	5. P×P
6. Castles	6. B K 3
7. B×B	7. P×B
8. Q Kt 3	8. Q Q 2
9. Kt Kt 5	9. P K 4
10. P B 4	10. Kt Q B 3
11. P×P	11. Kt×P
12. B B 4	12. Kt K B 3
13. B×Kt (*b*)	13. P×B
14. Q R Q	14. B Q 3
15. R×B (*c*)	15. Q×R
16. Q B 7 ch	16. K Q
17. Q×Q Kt P	17. Q Q 2
18. Q×R ch	18. Q B
19. Kt B 7 ch	19. K K 2
20. Q×P ch	20. Kt Q 2
21. Kt×R	21. Q×Kt
22. R Q	22. Q Q B
23. P×P, and wins.	

NOTES.

(*a*) This, which can be played without disadvantage, produces a position similar to one that occurs in the Scotch opening.

(*b*) The exchange of pieces is generally considered to tell against the player giving the odds, and the student will therefore be surprised at seeing Mr. Morphy thus playing against rule. An attentive examination, however, of the position, will make it apparent that his proceedings were governed by foresight and prudence; the opponent's pieces remaining locked up and useless, while his own are rapidly deployed and brought to bear on the enemy's weakest point. In Chess, as in

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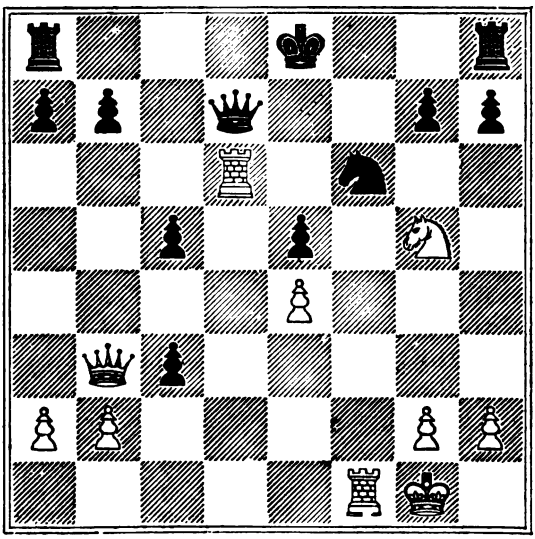

WHITE.

MORPHY AND PERRIN.

EVANS' GAMBIT—(REMOVE WHITE'S Q KT)

White.—Mr. Morphy.	*Black.*—Mr. F. Perrin.
1. P K 4	1. P K 4
2. Kt B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B B 4
6. Castles	6. Kt B 3
7. P Q 4	7. P×P
8. P×P	8. B Kt 3
9. B R 3	9. P Q 3
10. P K 5	10. P×P
11. Q Kt 3	11. Q Q 2
12. P×P	12. Kt K 5
13. Q R Q	13. Kt Q 5
14. Kt×Kt	14. B×Kt
15. R×B (*a*)	15. Q×R
16. B×P	16. K Q
17. R C	17. Kt Q 7
18.	18. B Q 2
	19. B R 5

20. R×Kt (*c*)	20. B×Q
21. R×Q ch	21. K B
22. P K 7	22. P Q Kt 3 (*d*)
23. P K 8 Queen's ch	23. R×Q
24. B×R	24. K Kt 2
25. B B 6 ch	25. K×B
26. R B 4 ch	26. K Kt 4
27. R×B, and wins.	

NOTES.

(*a*) An ingenious sacrifice, which secures a good attack upon the enemy's exposed King. The diagram represents the position previous to White's fifteenth move.

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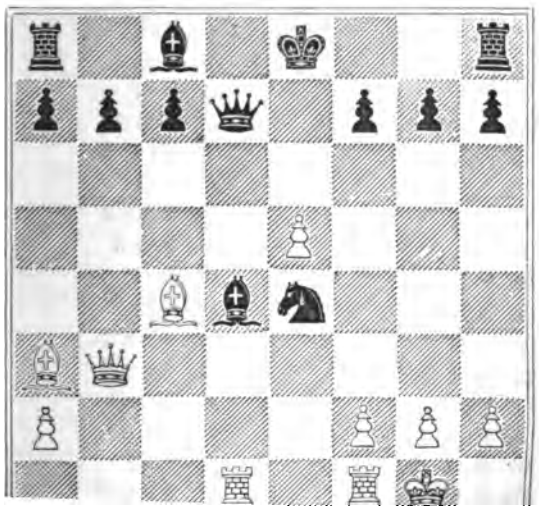

(*b*) Better than taking the Knight with Rook.

(*c*) This shows judgment and forethought. If White had captured the Knight with his Queen, Black would have exchanged Queens and maintained his Bishop, which in this case he is unable to preserve.

(*d*) Had he moved B R 4, White would have answered with B K 6, winning.

STANLEY AND MORPHY.

(REMOVE BLACK'S K B P—FRENCH OPENING.)

White.—Mr. Stanley.	*Black.*—Mr. Morphy.
1. P K 4	1. P K 3
2. P Q 4	2. P Q 4
3. P K 5 (*a*)	3. P Q B 4
4. B K 3	4. Q Kt 3
5. P Q Kt 3	5. Kt Q B 3
6. Kt K B 3	6. P×P
7. B×P	7. Kt×B
8. Kt×Kt	8. B B 4
9. P Q B 3	9. Kt K 2
10. B Q Kt 5 ch	10. Kt B 3
11. B×Kt ch	11. P×B
12. Q R 5 ch (*b*)	12. P Kt 3
13. Q Kt 4	13. Castles
14. Castles	14. B R 3
15. Q×K P ch (*c*)	15. K R
16. R Q	16. Q R K
17. Q Kt 4	17. R×K P
18. Kt Q 2	18. B B
19. Q Kt 3	19. B Q 3 (*d*)
20. Q Q 3	20. B R 3
21. Q B 2	21. R R 4
22. Q Kt B 3	22. P B 4 (*e*)

24. P×R	24. Q Q
25. P Q B 4	25. R×P
26. R×P	26. Q R 5
27. Q B 3 ch	27. K Kt
28. Kt Kt 3	28. Q R 6, and wins.

NOTES.

(*a*) In a note to a game at these odds between Morphy and "Alter," we have shown that Q R 5 is here the correct move. See page 465.

(*b*) P Q Kt 4 would, we believe, have been better play.

(*c*) Gaining a temporary advantage at the expense of valuable time.

(*d*) The White Queen is so much exposed that Black has an easy task to carry on the attack.

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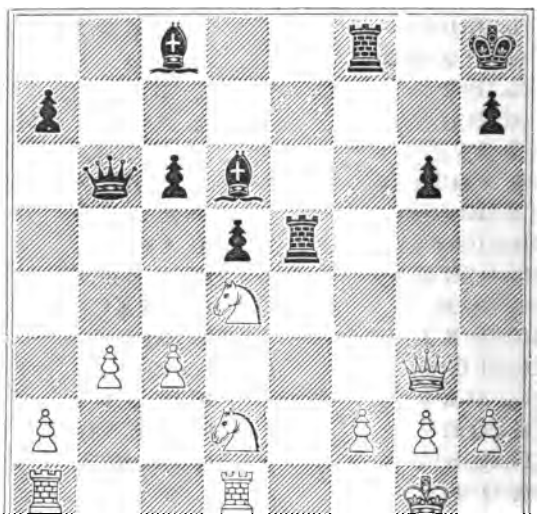

MORPHY AND WORRALL.

GAME I.—EVANS' GAMBIT—(REMOVE WHITE'S Q KT.)

White.—Mr. Morphy.	*Black.*—Mr. Worrall.
1. P K 4	1. P K 4
2. Kt B 3	2. Kt Q B 3
3. B B 4	3. B B 4
4. P Q Kt 4	4. B×P
5. P B 3	5. B K 2 (*a*)
6. P Q 4 (*b*)	6. Kt B 3
7. P×P	7. Kt K Kt 5
8. Castles	8. K Kt×P
9. Kt×Kt	9. Kt×Kt
10. B Kt 3	10. Castles
11. P K B 4	11. B B 4 ch
12. K R	12. Kt Kt 3
13. P B 5	13. Kt K 4
14. P B 6	14. P×P
15. B R 6 (*c*)	15. P Q 3
16. Q K	16. B K 3 (*d*)
17. Q Kt 3 ch	17. Kt Kt 3
18. P K R 4	18. K R
19. P R 5	19. R Kt
20. P×Kt	
21. Q R 4	

22. P×B	22. Q K 2
23. R B 5	23. R K
24. R K	24. Q R K Kt
25. R R 5 (*e*)	25. R×P
26. B Kt 5	26. R Kt 2
27. B×P, and wins.	

NOTES.

(*a*) A weak move, properly condemned by all authorities.

(*b*) Q Kt 3 may also be played here with advantage.

(*c*) The attack is now irresistible.

(*d*) This loses a piece, K R would have been a better move.

(*e*) Cleverly conceived. We exemplify the position on a diagram.

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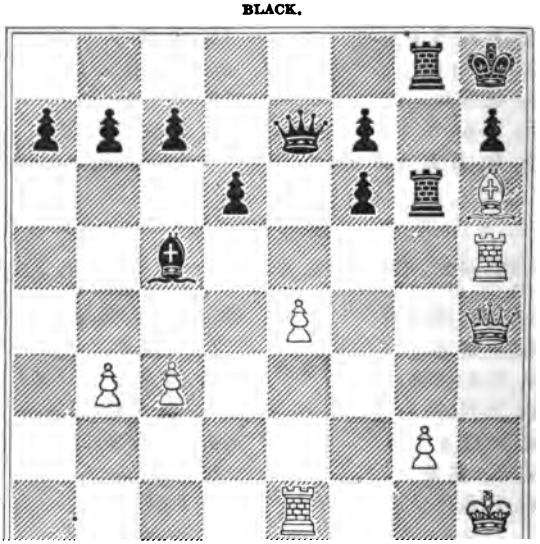

GAME II.—IRREGULAR OPENING—(REMOVE WHITE'S Q KT.)

White.—Mr. Morphy.	*Black.*—Mr. Worrall.
1. P K 4	1. P Q 3
2. P K B 4	2. Kt Q B 3
3. Kt B 3	3. B K Kt 5
4. P B 3	4. B×Kt
5. Q×B	5. P K 4
6. B B 4	6. Kt B 3
7. P Q Kt 4	7. P Q R 3
8. P Q 3	8. B K 2
9. P B 5	9. Castles
10. P Kt 4	10. P Q Kt 4
11. B Kt 3	11. Kt K
12. P K R 4	12. K R
13. P Kt 5	13. P B 3
14. Q R 5	14. P Q 4
15. P Kt 6	15. P R 3
16. B×R P, and wins.	

GAME III.—FRENCH OPENING—(REMOVE WHITE'S Q KT.)

White.—Mr. Morphy.	*Black.*—Mr. Worrall.
1. P K 4	1. P K 3
2. P K B 4	2. P Q 4
3. P K 5	3. Kt Q B 3 (*a*)
4. P Q 4	4. Kt R 3
5. Kt B 3	5. B K 2
6. P B 3	6. P B 3
7. B Q 3	7. Castles
8. Castles	

9.	P K R 3	9. Q R 4
10.	Q K	10. B Q 2
11.	B Q 2	11. Q R K
12.	Q Kt 3	12. P B 4
13.	Q R K	13. K R
14.	B K 2	14. Q Kt 3
15.	Q R 2	15. Kt Q
16.	K R	16. P R 3
17.	P Q Kt 3	17. P Kt 3

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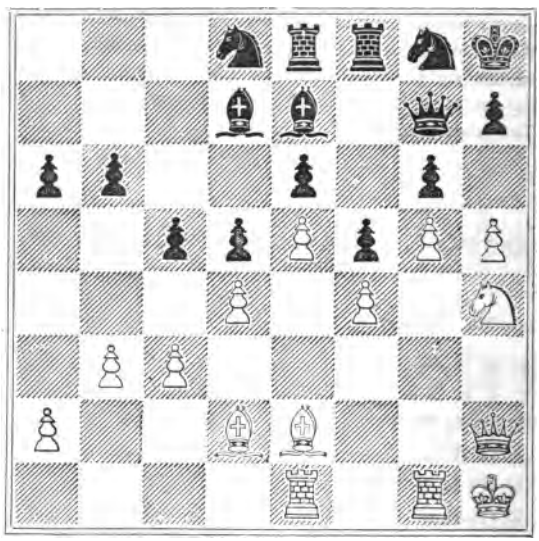

WHITE.

18.	R K Kt	18. Q B 2

22. P R 5	22. Q Kt 2
23. Kt R 4 (*c*)	23. P×Q P
24. Kt×P ch (*d*)	24. P×Kt
25. P×P disc. ch	25. Kt R 3
26. P×Kt	26. Q Kt
27. P Kt 7 ch	27. K R 2
28. B R 5, and wins.	

NOTES.

(*a*) This permits White to throw up his Queen's Pawn without hindrance, and is consequently a weak move. P Q B 4 is the correct play.

(*b*) White having now all his forces well developed, commences offensive operations, and continues them ably to the close.

(*c*) Position of the pieces after White's 23d move. (See p. 470.)

(*d*) The finishing stroke.

GAME IV.—KING'S GAMBIT DECLINED—(REMOVE WHITE'S Q KT.)

White.—Mr. Morphy.	*Black.*—Mr. Worrall.
1. P K 4	1. P K 4
2. P K B 4	2. P Q 4
3. P×Q P	3. P K 5 (*a*)
4. B B 4	4. B Q 3
5. Kt K 2	5. B K Kt 5
6. Castles	6. P K B 4
7. P Q 4	7. Kt K B 3
8. P K R 3	8. B×Kt

12. P×P en pas.	12. Kt×P.
13. B K 3	13. B B 2
14. Q R Q	14. B Kt 3
15. P B 5	15. B B 2
16. P Q 5	16. Kt Q R 4
17. P Q 6 (*c*)	17. B Kt
18. B K 6	18. Kt B 3 (*d*)
19. B×P	19. P Q R 4
20. P K Kt 4	20. Kt Q Kt 5
21. P R 3	21. Q Kt Q 4
22. P Kt 5	22. Kt×B
23. Q×Kt	23. Kt R 4
24. B Kt 4	24. P K Kt 3
25. P B 5 (*e*)	25. P Kt 3
26. Q B 3 ch	26. K Kt
27. Q B 4 ch	27. K R
28. Q Q 4 ch	28. Kt Kt 2 (*f*)
29. P K B 6	29. R B 2 (*g*)
30. P×Kt ch	30. R×P
31. R B 7, and wins.	

NOTES.

(*a*) A move first pointed out by Herr Falkbeer (see Berlin *Schachzeitung*, 1850, p. 193), and one that often leads to a very animated counter attack.

(*b*) White has now obtained a fine attacking game.

(*c*) This advanced Pawn, being well supported, gives White a decided superiority in position. The K B also has now got a free range.

(*d*) The best move, as White threatened to play P Q Kt 4 with great effect.

(*e*) From this point to the end Mr. Morphy conducts the game with his usual ability. (See diagram, p. 473.)

(*f*) If K Kt, White would win a clear Rook by Q Q 5 ch.

(*g*) Kt K ...

BLACK.

WHITE.

THE END.

1978
1979